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PSM2

#36

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WOLVERINE'S REVENGE Ripped apart inside.

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SOUL CALIBUR 2

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*DVD not available in the US or Canada

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SILENT HILL 3

GIRL GUIDE: Discover every horrific secret with our essential solution.

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(s03)

PSM2 COVER GAME! PG24

GRAN TURISMO 4

Only one mag has the power to bag the world's biggest exclusive – see *GT4* first in PSM2.

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

WELCOME TO PSM2

GRAN TURISMO 4? WHY DIDN'T THEY JUST GET IT RIGHT LAST TIME ROUND?

Every month here on PSM2 we have the same quandary. Joel (partially re-employed between 'writing books for teenagers') will emerge from the PSM2 games booth and say (something like) "BOSH! That's the best game EVER!" Or Dan D will come back from grilling a developer in New Delhi and say, "Y'know, I think that's going to be the best game ever." And we'll all collectively look at the new *GT4* screens and say "Merciful Jesus, this is – quite possibly – the best videogame, like, ever." Which begs the question, how much better can games get, fr'chrisakes?

Every month we have to tell you that "no, *this* is the best game ever made". We know we said that last month but it's true dammit! Every month there's at least five brilliant games looming large, and Jonnie's famous nose can *smell* a further 50 or so hot on their tails.

Kazunori Yamauchi personally told us last time that, "The handling in *GT3* is perfect. The physics of the cars is exactly re-created." Now he's telling us that *GT4* will offer an "even more realistic driving experience". See? Even he's at it!

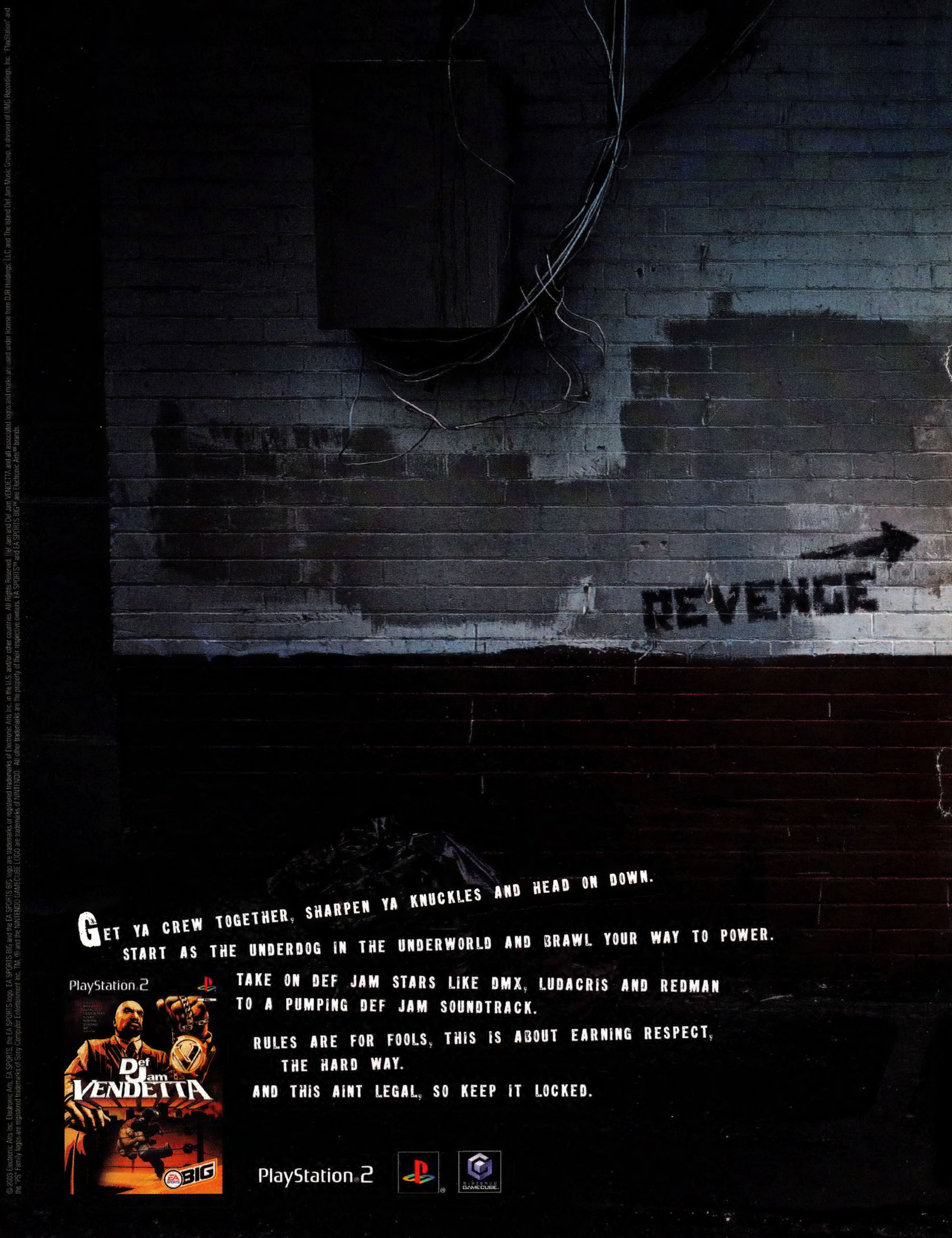
The short of it is that PS2, and its thousands of developers, never cease to amaze. Where one genius designer dares to journey, a hundred more will follow and refine his work. Videogames will just keep getting better and better. Best get used to it.

We're just glad that there's always going to be plenty of dross, too – and, as we know, nobody loves kicking games as much as PSM2.

Must go. There's a *Mary-Kate & Ashley: Sweet 16 Licensed to Drive* review to write...

THE PSM2 TEAM

By the way, apologies for the sheer number of Dans on the team. We can't tell them apart either.



GET YA CREW TOGETHER, SHARPEN YA KNUCKLES AND HEAD ON DOWN.
START AS THE UNDERDOG IN THE UNDERWORLD AND BRAWL YOUR WAY TO POWER.

TAKE ON DEF JAM STARS LIKE DMX, LUDACRIS AND REDMAN
TO A PUMPING DEF JAM SOUNDTRACK.

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THE HARD WAY.
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PlayStation 2

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PLAYSTATION 2 MAGAZINE

PSM2

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PLAYING PS2 LONGER, HARDER, FASTER

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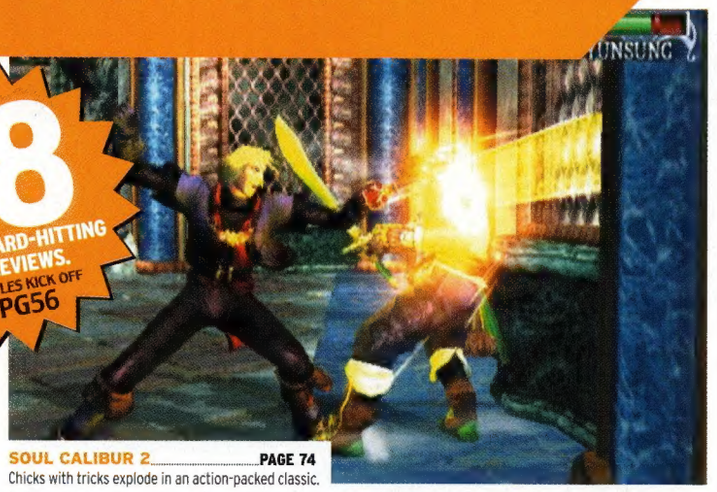
コンテンツ

28 PAGES OF HARD-HITTING PSM2 REVIEWS. NEW UK TITLES KICK OFF ON PG56



SOUL CALIBUR 2 ..... **PAGE 74**
Chicks with tricks explode in an action-packed classic.

FINAL FANTASY 10-2 ..... **PAGE 80**
Has it got the zeal to appeal without an *MGS3* demo?

X-MEN: WOLVERINE'S REVENGE ..... **PAGE 58**
Sega's sensei punches new life into the flagging fighters.

GRAN TURISMO 4

You won't believe these screens. We've got the game they all wanted – the sequel to the greatest driving game ever made. The world exclusive report is on page 24!

13 ..... **PAGE 30**
With every frame hand-drawn by the French, this is a masterpiece!

ENTER THE MATRIX ..... **PAGE 34**
More screens and more info on the game of the best movie ever.

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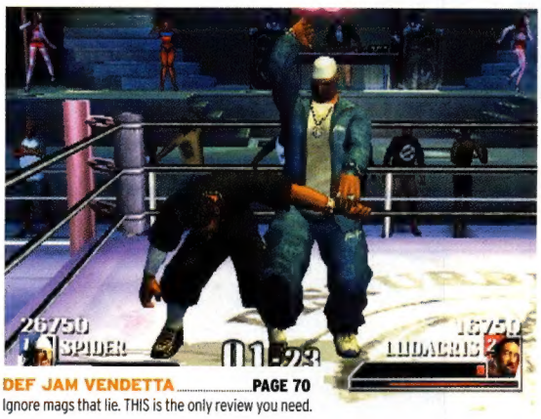
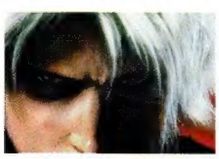


DEF JAM VENDETTA ..... **PAGE 70**
Ignore mags that lie. THIS is the only review you need.

SILENT HILL 3 ..... **PAGE 66**
Horror has never been so creepy. Or messy.



"WELCOME TO HELL! PREPARE TO WITNESS THE WORST PS2 HAS TO OFFER!" DANTE'S INFERNO - PG84

NEW TO PSM2?

WE RECOMMEND YOU GO HERE FIRST...

8 ON YOUR DVD
If you're keen, you've already seen this month's awesome DVD. If not, flick back here now and check out what you've got to watch when you get home...

10 LETTERS
Find out what *real* PS2 gamers are talking about.

14 ACCELERATOR
You don't get shots you've seen elsewhere or re-written press releases here. Just bull-free facts and informed opinion. Find out what's *really* important now.

24 GRAN TURISMO 4
We've got the very first shots and the first details of the cars and tracks that go to make up the rebirth of a legend. All other PS2 driving games are now redundant.

ISSUE #36 "THE UNFORGETTABLE TYRE"
OK, they were wrong. They now admit that when they made *GT3* they were, in truth, slacking. Taking it easy. Putting their feet up. Now let's see what they *really* meant to do. Praise be to *GT*.

YOUR QUICK FLICK GUIDE!

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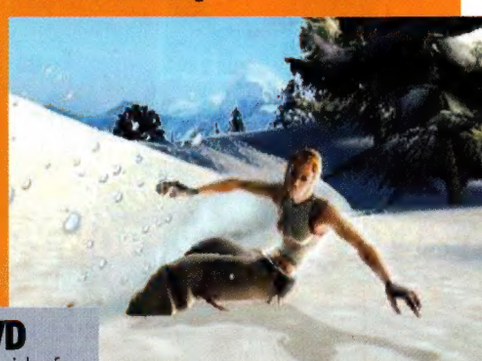

SSX3 ..... **PAGE 14**
The first shots of *SSX3* right here. Discover the new features and gawp at that crisp powdery snow.

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"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD 36

Yo, PSM2 readers, it's your birthday. It's time to party like it's your birthday. So come get your fill of the bubonic DVD chronic that'll make you choke. Man, this ain't no joke.

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NEW! EYE TOY
NEW! SOUL CALIBUR 2
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WORLD FIRST!
JAK 2 RENEGADE
JAK'S BACK! And you won't believe your eyes! See it ONLY on PSM2 DVD!
CONFLICT DESERT STORM II
SADDAM AND BLAST!
First footage! We're going in, and you're coming with us!
FIRST AGAIN!
527 CHEATS ONLY ON THIS DVD
16+

JAK 2: RENEGADE

Jak's back. Oh yes he is, and Daxter too. Believe your eyes – PSM2's only gone and got the exclusive first look at Naughty Dog's storming sequel to one of PS2's best platformers. In this altogether darker sequel, set 200 years in the future, Jak's been the subject of some nasty genetic experiments, leaving him with a *DMC*-like Devil trigger ability. After being busted loose from imprisonment by Daxter, he sets about mustering an uprising against the evil Baron that's taken over the land. Head to Accelerator for the incredible first trailer.

It doesn't stop there though – we've also got the exclusive first gameplay footage of the sequel to SCi's brilliant team-based shooter, *Conflict Desert Storm*. Our plucky boys are back in the Gulf again, gunning for Saddam and looking better than ever. Stick with us, we're in for one hell of a year – and you'll see it all first in PSM2.

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing START) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

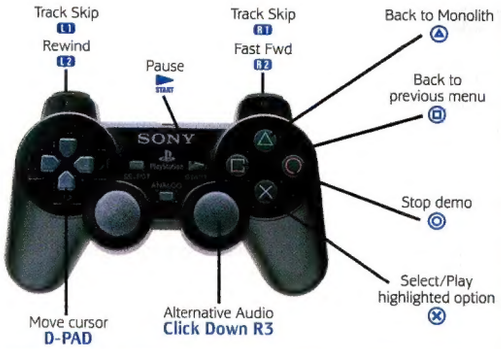
1. THE MONOLITH

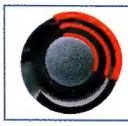
After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

THE MONOLITH: Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...





While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

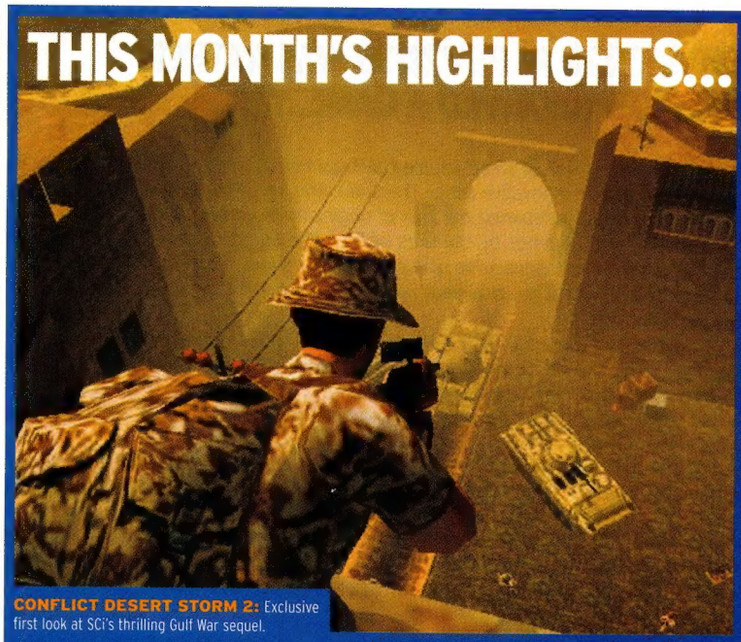
THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.

MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

GAMES
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

THIS MONTH'S HIGHLIGHTS...



CONFLICT DESERT STORM 2: Exclusive first look at SCi's thrilling Gulf War sequel.

EYE TOY: Watch us make total arses of ourselves on DVD.

SOUL CALIBUR 2: In-depth skull cracking *Calibur* action.

THE HOBBIT: First trailer of the hairy-footed midget on PS2.

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ⊗ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones.

Hands-On Previews
All the latest game footage and trailers.

Developer Insight
We corner friends from the videogame world and make them speak for you.

Spy Cam
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload
It's the best of the rest – exactly the same as in the magazine.

Import Round-Up
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

REVIEWS

All the insight of PSM2's famous reviews on a DVD.

Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

Absolute PS2
A unique branching directory of every PSM2 review – an essential resource, updated every month.

Must Buy
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, and then check out our recommended titles – click ⊗ to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.

THE HULK: Bowel-shattering first trailer of the green marvel.

PRO TIPS

No other mag brings you top guides and reader show-offs.

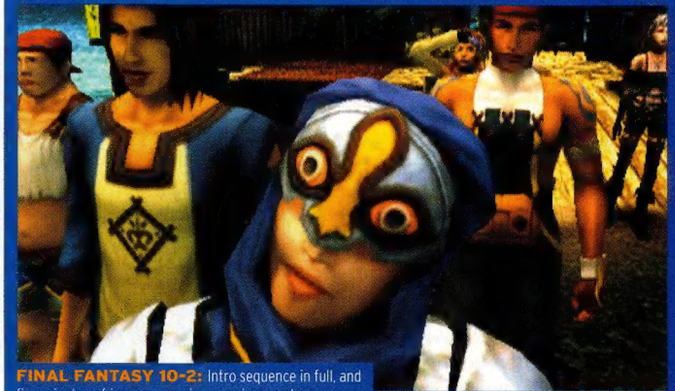
Pro Dojo
We want to make you famous. Take part in our challenges (see pg98) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you...

Access All Areas
A massive volume of life-saving tips, codes and cheats.

Press ← to use the Sub Navigator and make a selection.

ZOE 2: Dazzling in-game footage from the finished code of Konami's mech sequel.



FINAL FANTASY 10-2: Intro sequence in full, and five minutes of in-game cossie-swapping goodness.

EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random.

LAST MONTH...

Issue 35's secret footage was a cool animated sequence from *Medal Of Honor: Rising Sun*. To find it, head to the last page of Reviews, and push up off Absolute PS2. See? Easy.

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

NICE ICE, BABY: Attention all stumped game developers, Terje Antonsen has a brand new rock-climbing game idea for you.

ARTY

Dear PSM2

I understand that developers actually listen to PSM2 fans in the letters page. Just look at *GTA: Vice City* – a lot of stuff in the game could be seen as ideas from PSM2 readers. But why not do the same with all games? Wouldn't it be cool to have a page dedicated to reader's ideas?

There are only 18 categories of games on the PS2 and it's hard to find a game that doesn't look like another one. It seems to me that the developers are out of ideas – you said it yourselves, most of the great games for 2003 are sequels. So imagine, please, some of my own ideas...

MGS2 Online (maybe not too original now but think about that one for a second). An online fighting game whereby you make your own character, earn money, armour, weapons, clothes, gadgets by winning and are able to buy new stuff, train and develop your strength and stamina at a gym. How about a combination of *Destruction Derby* and *Tekken*? Yes, that's right – go for his legs till he can't stand, go for his eyes until his punches start missing and break an arm with a grip move. A bit brutal maybe, but then so is *Pride FC*. OK, how about a mountain climbing action game? A breathtaking view below, the rock you are holding on to is starting to come loose, you reach for your grappling gun and, as you loose your grip, you shoot and get a grip on a root – better climb fast, it won't hold for long! Mission 2? Terrorists on a skyscraper, the possibilities for weapons, climbing devices and kick-ass cutscenes are endless.

Terje Antonsen
Norway

Nice work. We predict that even now Shatolasoft (PSM2's favourite developers) are starting work on a fighting/climbing/online/stealth-em-up. The big question is that even though we all want more originality in games would you actually go out and buy them? Amateur rock climbers may love your game but does anyone else? Oh, and if *MGS Online* does happen (and it certainly will if our spies are right) feel free to go around bragging to your friends.

FORGOT ABOUT DRE? Are 'disc read errors' hampering your PS2 pleasure? Let us know about it.

DON'T WRITE TO PSM2 WITH: HOW THE PS3 WON'T LOOK LIKE A TOASTER... POOR HANDWRITING...

NOISY

Dear PSM2

A lot of your readers have now had their PS2s for over a year and the warranty has run out. How about an article on upgrades and repairing basic problems?

My PS2 works fine when it's horizontal but when I put it into the vertical stand it sounds like the disc is rattling around, resulting in frozen screens and non-saves. I really don't want to pay the kid in my local shop £40 to tighten up a couple of screws (hopefully that's all it is) so guidance around the innards would be helpful.

Neil Ireland
Via email

What do the rest of you think? Is your PS2 playing up? Are 'disc read errors' turning you homicidal? Should we finally let Jonnie loose with his lubricants and Leatherman?

MIXED-UP

Dear PSM2

I bought *Kingdom Hearts* last year and think it's excellent. But when I was searching the Net I stumbled across *Kingdom Hearts: Final Mix*. Is this the sequel and will it come out over here?

Stephan Metcalfe
Via email

Nah, it's just an update featuring PAL enhancements for the Japanese market. But a sequel *will* happen.

GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

Less cutscenes
PS3
Disc read errors
Online gaming
Game difficulty

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PLAYSTATION 2 MAGAZINE
PSM2

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SPLINTER: SOLD
Just because it says "Tom Clancy" on the box doesn't mean that he's the one that programs the games. Hence *Splinter Cell* being far better than all the others.

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

Umm, hang on... How about *ETs Go Home*. Make all royalty cheques payable to 'PSM2', please.

DELUDED
I was wondering why people are not taking notice of the gaming company, Eidos? Come on, they have created amazing games so why are people are not taking any notice?
Daniel Beddall
Via email

***TS2*, *Hitman 2* and some Lara bird. You may have a point.**

COSMIC
I am ten years old and already making a PS2 game, it is about aliens and I need a name. Suggestions?
Kallum Shah, Torquay

STOCKY
Tell me, is there going to be a new *Rugby* game coming out from EA Sports?
Peter
Ireland
OK, there's going to be a new *EA Rugby* game this summer.

DOTTY
What was that 'join the dots' all about?
Chris
Via email
Next question...

the players the chance to send in any ideas they may have for new games?
One pissed-off brother
Via email
What? And just wait for a cheque to arrive in the post should your idea be snapped up (and not, as we suspect would happen, your ideas get ripped off for nowt). Best make sure you copyright your gems first.

EXPENSIVE
Dear PSM2
Since I bought my PS2, I've been getting into RPGs and, while checking out some American websites, I was quite eager for *Suikoden 3* to be released over here. I thought about trying to get hold of a converter (PAL to NTSC) so that I can play American games on my English console. So I was wondering, a) is this possible and, b) any ideas where I can get hold of such a device?
Mase
Via email
No such device exists – you'd have to go through the costly exercise of buying an NTSC PS2 or, gulp, getting a modchip installed and downloading and burning a bootdisc – but please, just don't even go there...

EXPANSIVE
Dear PSM2
Why can't all Tom Clancy games be as good as *Splinter Cell*? I read your magazine cover to cover with the exception of F1 games and Tom Clancy games – F1 because the sport is rubbish and Tom Clancy games because they are all dull and boring (except *Rainbow Six* on PSone). So as usual I skipped the *Splinter Cell* review (my mistake), but then I watched footage on the DVD and thought, "I must have this game!" I immediately went out and got the demo – which was amazing – and I knew it could be an *MGS2* beater! I have never been so immersed with a game and character – and all from the folks that brought us *Rayman*! Kojima had better do something spectacular with *MGS3* – like kill Raiden or something – or Sam Fisher might just become King of stealth!

One more thing, when the HDD [*that's the hard drive*] comes out in the UK will certain games come out that will only be able to be played if you own one? Keep up the great mag!
Alistair Kennedy
Via email
Just because you don't like F1, that's no reason for overlooking our exceptional reviews. We haven't been fans of some of Tom's game's ourselves but it just shows that it's the talent of the programmers (rather than the name on the game box) that makes good games. As for the hard drive, developers would be *mental* to make games that need it. Here's hoping they're listening.

INTRUSIVE
Dear PSM2
I had a thought while playing *GTA: Vice City* – why not advertise REAL companies in the games? Think about it – you're driving around a town and you hear a short broadcast on the radio, "PSM2, the only magazine you'll ever need (but of course, you'll need it once a month)!" Or walk through a train station and notice a billboard advertising. This way, companies would pay games companies for advertising themselves/products, which in turn would result in the games companies lowering their costs. Hopefully.
Ben S
Via email
Oh don't. The minute software companies get wind of that you'll have all kinds of "*Splinter Cell* will return after these short messages..." type interludes going on. And besides, would you like to look up in a virtual world to see a billboard of, say, George Foreman trying to sell you one of his grill pans? Part of the reason we play games is to escape crap like that. Like the PSM2-flogging angle, though. If we use it we'll send you some stuff.

DONALD MUCK: Bah, pesky Disney characters have infected out Square RPGs! Not so fast, *Kingdom Hearts* is actually a cracking game.

HEARTY
Dear PSM2
I am one of the world's biggest RPG fans and my all-time favourites are the *Final Fantasy* series. The magic, the summonings and the overwhelming landscapes, all brilliant.

Kingdom Hearts, the most recent release from Squaresoft, continues the magic – unleashing a world of adventures and fantasies. However, it flopped because Disney characters were brought into it.

"THINK ABOUT IT, YOU'RE DRIVING AROUND A TOWN AND YOU HEAR ON THE RADIO, 'PSM2, THE ONLY MAGAZINE YOU'LL EVER NEED!'"

I was the same when I first saw it, put off by the fact that Disney had somehow hijacked the game. But we just judge by the front cover and don't really consider the actual game and what it may contain.

Now that I've bought it, I love *Kingdom Hearts* to bits and am deeply ashamed of what I first thought before buying it. I am also glad it scored 88 in your Absolute PS2 review, which I think it deserves.
Robert White
Plymouth
Picture the scene, big Squaresoft board meeting: "Now, how can we sell this game to the public?" – long pause – "Disney! That's it, Disney! Everybody loves Disney, right?"

We, like yourself, approached this game with a little trepidation. But once he'd waded into it Dan D loved it to pieces. And it's finally nice to see decent crossovers like *Futurama* cropping up. Now, if only there was a decent Simpsons game...

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

NICE ICE, BABY: Attention all stumped game developers. Terje Antonsen has a brand new rock-climbing game idea for you.

ARTY

Dear PSM2

I understand that developers actually listen to PSM2 fans in the letters page. Just look at *GTA: Vice City* – a lot of stuff in the game could be seen as ideas from PSM2 readers. But why not do the same with all games? Wouldn't it be cool to have a page dedicated to reader's ideas?

There are only 18 categories of games on the PS2 and it's hard to find a game that doesn't look like another one. It seems to me that the developers are out of ideas – you said it yourselves, most of the great games for 2003 are sequels. So imagine, please, some of my own ideas...

MGS2 Online (maybe not too original now but think about that one for a second). An online fighting game whereby you make your own character, earn money, armour, weapons, clothes, gadgets by winning and are able to buy new stuff, train and develop your strength and stamina at a gym. How about a combination of *Destruction Derby* and *Tekken*? Yes, that's right – go for his legs till he can't stand, go for his eyes until his punches start missing and break an arm with a grip move. A bit brutal maybe, but then so is *Pride FC*. OK, how about a mountain climbing action game? A breathtaking view below, the rock you are holding on to is starting to come loose, you reach for your grappling gun and, as you loose your grip, you shoot and get a grip on a root – better climb fast, it won't hold for long! Mission 2? Terrorists on a skyscraper, the possibilities for weapons, climbing devices and kick-ass cutscenes are endless.

Terje Antonsen

Norway

Nice work. We predict that even now Shatolasoft (PSM2's favourite developers) are starting work on a fighting/climbing/online/stealth-em-up. The big question is that even though we all want more originality in games would you actually go out and buy them? Amateur rock climbers may love your game but does anyone else? Oh, and if *MGS Online* does happen (and it certainly will if our spies are right) feel free to go around bragging to your friends.

FORGOT ABOUT DRE? Are 'disc read errors' hampering your PS2 pleasure? Let us know about it.

DON'T WRITE TO PSM2 WITH: HOW THE PS3 WON'T LOOK LIKE A TOASTER... POOR HANDWRITING...

NOISY

Dear PSM2

A lot of your readers have now had their PS2s for over a year and the warranty has run out. How about an article on upgrades and repairing basic problems?

My PS2 works fine when it's horizontal but when I put it into the vertical stand it sounds like the disc is rattling around, resulting in frozen screens and non-saves. I really don't want to pay the kid in my local shop £40 to tighten up a couple of screws (hopefully that's all it is) so guidance around the innards would be helpful.

Neil Ireland

Via email

What do the rest of you think? Is your PS2 playing up? Are 'disc read errors' turning you homicidal? Should we finally let Jonnie loose with his lubricants and Leatherman?

MIXED-UP

Dear PSM2

I bought *Kingdom Hearts* last year and think it's excellent. But when I was searching the Net I stumbled across *Kingdom Hearts: Final Mix*. Is this the sequel and will it come out over here?

Stephan Metcalfe

Via email

Nah, it's just an update featuring PAL enhancements for the Japanese market. But a sequel *will* happen.

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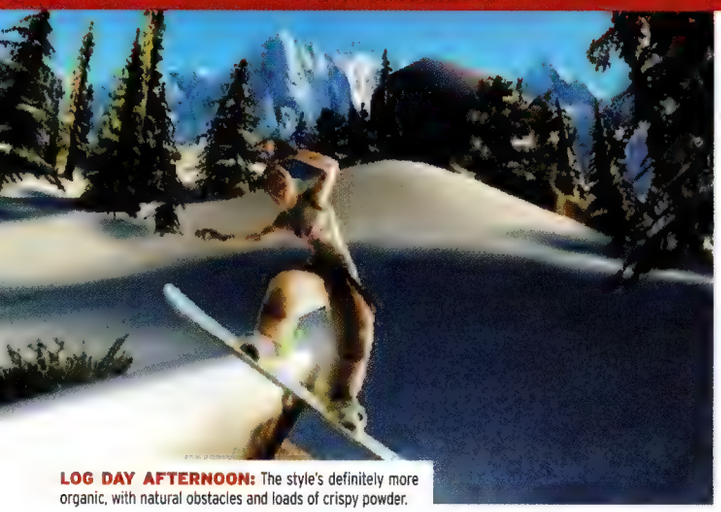


LOG DAY AFTERNOON: The style's definitely more organic, with natural obstacles and loads of crispy powder.

PSM2
The Official Magazine of SSX3 and FIFA 2004

JOSTLE HARTY: We've lobbied hard to make the players feel more solid and engage in proper tussles.

›BREAKING NEWS フルラル

RETURN OF THE MAC

EA carve the E3 avalanche with *SSX 3: Out of Bounds* and *FIFA 2004* – one beautiful game, two astounding results.

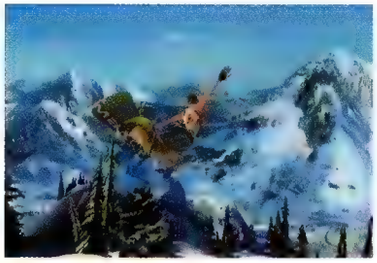
"Eeeuun, uuuuh... you're listening to MC Rahzel and this is *SSX Trick ... aaay.*" Ah, sorry – if you're nodding in teary-eyed nostalgia, then you'll already know why we're so excited about *SSX3: Out of Bounds*. If the name just sounds like a callow euphemism, know this: not only is *SSX Tricky* one of best snowboarding/racing/trick-based games in existence, it's also one of the finest games on PS2. Full stop. After almost two years in development, EA's keenly anticipated sequel strips away the brash neon, and opens up the slopes to prove that less is *definitely* more.

With courses modelled on pinball tables, 200ft cliff drops and 1080° special moves where the character unclips his bindings and caterpillars down the board, EA's racer was always edging onto the precipice of farce. Rather than make the game more ridiculous – er, could they? – EA are taking the sport back to its roots, on huge multi-path, powder-licked mountains. Currently, it all looks a bit like *THPS4*, riders picking off challenges – including Races, Freestyle Events, unique Big Challenges (huge leaps perhaps?), and soul cruising Backcountry – presumably earning stat points and equipment.

In all honesty, the changes EA have made – risk of avalanches, snowstorms, miles of crispy powder, freeform exploration – were on a big wish list we'd written to them back in PSM2#15. Now it could be just a co-incidence, but here's hoping our extensive clothes editor makes the cut, eh?

One game where we're definitely – well, *hopefully* – making an impact is *FIFA 2004*. We met, and ranted with, the development team last month, who've already promised us key changes, including a new Career mode where you take a team from the lower leagues right up to the championship (erm, isn't this the Master League in *PES2*?), enhanced player responsiveness and trademark presentation values. We've pushed *hard* for players to feel, not just look, more individual like in *PES2*. Time will tell...

PSM2 RECKONS SSX3: Out of Bounds *makes us want to praise 'Hosannah' like candy-fuelled toddlers. We wouldn't be surprised if the game is based on the ill-fated 'go anywhere, do anything' EA Big mountain biking game first rumoured in PSM2#22.* FIFA 2004 *has the potential to be great, but we're slightly worried that the developers are paying us lip service, and not genuinely integrating our ideas. Full reports soon.*



TENSION'S MOUNTAIN: In the early trailer, the level's are easily as big as the distant mountain ranges. Wow.

"EA'S SEQUEL OPENS UP THE SLOPES TO PROVE THAT LESS IS MORE"

NEVER GUNNER GET IT: Headers were flippin' hard in the last game, so we're hoping for an overhaul. Please...

>FIRST LOOK 7/5/11

THROWING IN THE COWELL

Codemaster's waistband-powered *Pop Idol* lets you tackle Will Young and MC Stammer at their own g... g... g... game.

The third series is back on ITV1 soon, but c'mon, *honestly*, do you *really* want to queue for seven hours outside a faceless convention centre with thousands of egomaniacs for two minutes of fame followed by a puncturing dismissal from Simon Cowell? Blimey, us too. That's, like, soooo weird. Well, thanks to Codemasters' *Pop Idol* game, the corporate elevator to fame and fleeting sponsorship deals, it's now available from the comfort of your bedroom – with only marginally less chance of securing a number one single.

Codies' latest uses *Parappa*-style rhythm action gameplay to replicate the gruelling audition process. Simply press the buttons in time to the beat, and your character will sing in tune. Miss a few beats, however, and they'll drop out of key, croaking like Mariella Frostrup after a packet of export strength Gitanes. Hit enough notes in combination and you'll earn power-ups, enabling special vocal effects like a Mariah Carey warble, or Posh Spice vocoder twang.

You'll be able to tailor your appearance, fiddling with hairstyles, hats and clothes, unlocking new threads as the game progresses. Be warned – those tatty old jeans might be fine for the audition, but won't cut it in the glitzy finals. There'll be over 40 karaoke faves to choose from, including Britney's 'Baby One More Time', Ricky Martin's 'Livin' La Vida Loca', Robbie Williams' 'Let Me Entertain You' and Gloria Gaynor's camp classic 'I Will Survive'.

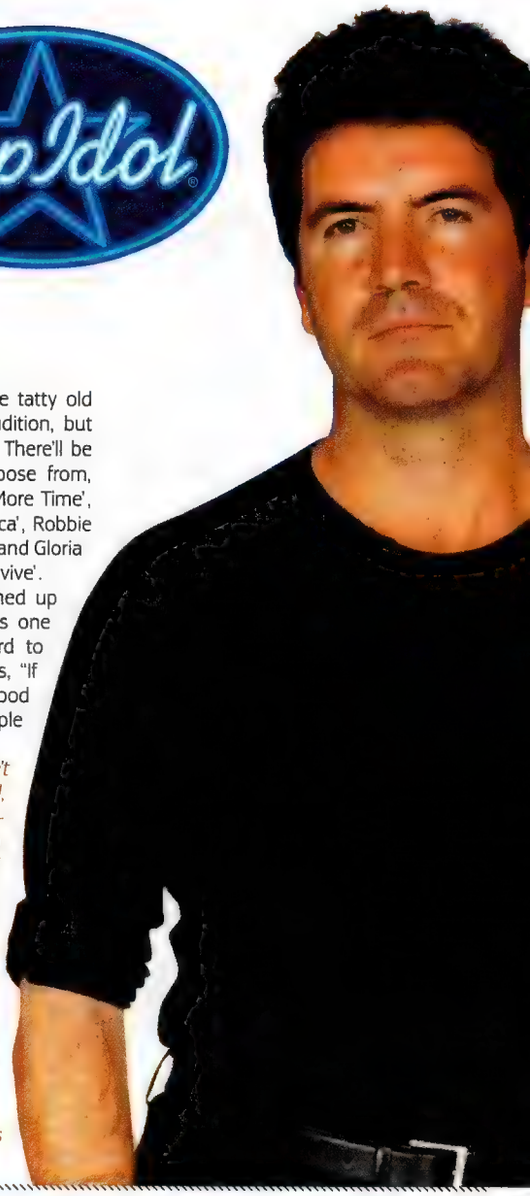
Naturally, Codies have signed up the legendary Simon Cowell as one of the judges, so look forward to sympathetic comments such as, "If your lifeguard duties were as good as your singing, a lot of people would be drowning."

PSM2 RECKONS *Codies don't churn out lazy games – well, Club Football isn't out yet – and we're hoping the dress up element lends an air of consumerist compulsion. Hopefully Simon 'pantalons' Cowell – as, er, he's known in the biz – has recorded enough withering dismissals to stop events becoming stale. With party-tastic multiplayer elements and a can't-fail licence, this should be in every ten-year-old girl's bedroom – and mum's, dad's and brother's – come autumn.*

"NATURALLY, CODIES HAVE SIGNED UP THE LEGENDARY SIMON COWELL"

CROON WITH A VIEW: The characters are super deformed - in style, at least - with lots of shiny clothes.

NEW AUDITION: The standards won't be so high at the start, so you can croak like a duffer in a potato sack. Maybe.



COLIN MCRAE 4

"Hello, Colin here. You might be pleased to hear that Codemasters are tuning the fourth instalment of my popular rally game, *Colin McRae 4*, for a winter release. There'll be a revised championship mode, with co-operative and competitive multiplayer elements, plus unique car part testing challenges to win advanced engine technology. Naturally, the graphics will be turtle-waxed to show room standards, with enhanced TV-style replay cameras. Better yet, there'll be specialist four-wheel and two-wheel drive events, Custom Rallies and an Expert Championship for seasoned drivers. Screenshots next month, barring some sort of disas... ARGH! Cliff!"

DYNASTY WARRIORS 4

Six reasons why one million Japanese gamers can't be wrong.

Koei's feudal ruck-em-up is one of the fastest selling games in Japanese history, shifting over a million copies in just under a month. To put it in perspective, *Soul Calibur 2* sold a total of 79,452 copies over a period of around a month, while global phenomenon *Dragon Ball Z* has only managed 534,485 sales since its February release. Why are the Japanese mental for men with pointy sticks? We investigate below...

1) You can whack hundreds of on-screen goons over 50 levels across 17 unique maps, with new one-on-one duels with enemy officers.
2) You can create your own officers and – get this – bodyguards in the Edit mode. Each player can have up to eight hired goons, so you can stroll around the paddy fields like Mark Morrison.
3) Use catapults, bridge layers, battering rams and flame-throwing tiger tanks to batter your foes into submission.
4) Over 40 playable characters (mostly men with sticks), with remodelled returning favourites, plus new officers Cao Ren, Zhou Tai and Yue Ying.
5) Two player versus and co-op challenges.
6) You can charge into battle on an elephant. Yes, really. .

All in all pretty conclusive then. *Dynasty Warriors 4* will be released in the UK during late June.

FEUDAL SHARKEY: At one stage, we thought there were a *million* people on screen. But we lied.

WELCOME TO N

Jak once again with the renegade master, power to the people, with the ill behaviour . . come on, you know the words.

You're looking at a genuine screenshot of *Jak 2: Renegade*. Well, not now, these are *words*, but if you shift to the right you'll get your first decent glance at Haven City – a sly dig at Midway's platformer, perhaps? – the Naughty Dog equivalent of *Vice City*. See those bustling hi-res pedestrians? You can interact with them. All of 'em. Those cars? You can fly them. All of... well, you get the picture. Cast aside your kid-friendly preconceptions about *Jak & Daxter*, and prepare for a truly multi-genre <cough> adult <cough> adventure – not platformer – with elements of *Ratchet & Clank*, *FFX*, *Airblade*, *GTA: Vice City* and – gulp – *Devil May Cry*.

The big change? Jak can speak. Or rather, growl. Turns out, he's spent two years being experimented on by nefarious scientists, giving him, a) Dark Eco transformation abilities, and b) The Rage. To reflect Jak's new persona, he's adopted the universally acknowledged symbol of evil – a pointy beard. A *green* pointy beard. Anyone remember that episode of Futurama with Bender's twin, Flexo? Ah, never mind. Basically, if Jak collects enough Eco, he mutates into a *DMC* Dante-style demonic berserker, with lightning fizzing from his fingers. And his beard. Probably.

We've spent extended time with the early code, and are chuffed to report, it's looking peachy. *Really* peachy. The graphics have been polished by the tears of sweet baby Jesus, while Quality beams from every last brick and hillock like a direct hit from the Death Star. A, um, nice hit. Not like that nasty one which created a few refugees on Alderran. Anyway... grab our hands-on verdict dotted over this page. As Mark Morrison once sang, "The return of the Jak, you know you want him back." Before you ask, it was on the B-side. OK?

"IT'S LOOKING PEACHY. THE GRAPHICS HAVE BEEN POLISHED BY THE TEARS OF SWEET BABY JESUS"

DEVIOUS VILLAINS!

Like *GTA*, don't expect your lawless behaviour to go unpunished. The police operate in packs exhibiting genuine AI. For example, if you consistently break the speed limit, the police cry "Send for back-up" and pile in from all angles. The standard grunts can be dismissed with a few spinning attacks, but tougher foes lie in wait. You can just wander around picking fights and stealing things as you please. Sound familiar?

EXPLOSIONS!

Jak has a morphing gun that can be upgraded to shotgun, machine gun, Gatling gun and grenade gun – flipped with a tap of the D-pad. The weapons can be used in combo with Jak's regular punches and kicks. For example, if you kick and shoot, the gun re-targets the enemy for a death move. You can jump in the air, spin kick and shoot foes in a 360° arc or uppercut them then shoot on the way down. Targeting is laser-sighted and intuitive – just point and click for instant gratification. Dig that screen blur.

MISSIONS!

Torn is the resistance leader, who dishes out tasks in a *GTA* fashion. For example, in the first mission you've got to pinch the Baron's flag from the wasteland. You need to steal a car, slalom to the ruins, perform some classic platforming leaps then speed home. Later on, you go on gung-ho, co-operative missions with Sig – covering his tail in a full 3D shoot-em-up.

EW JAK CITY

PLOTTY!

At the end of *J&D*, the duo find a machine and take it to the Sage's house. While they're working on it, a portal opens up and sucks them 200 years into the future. They find themselves in a strange city, and are arrested – though Daxter sneaks away. The evil Baron who runs the city performs experiments on Jak using Dark Eco. Two years later, Daxter rescues Jak and they seek revenge. The game begins with the prison bust – a tutorial mode – before we meet the other protagonists, Torn (head of the underground), Ashlin (leader of the Crimson Guard), Krew (an arms-dealing bar owner) and Sig (a mercenary). Characters will betray you, befriend you, get injured and – eep – die. There'll also be mature humour and mild profanity. Every time you complete a mission – acquired in *GTA*-style – you advance the plot.

FACT BURST

- Over 75 missions and myriad bonus games, plus unlockables.
- Over 24 times bigger than *Jak 2*, with 3 levels, including forests, underwater sections, mountains and the Baron's palace.
- Playable Daxter sections.
- 45 minutes of cutscenes and three hours of dialogue.
- Four way morphing gun, plus combo attacks.
- Uses Naughty Dog 2.0 engine, with advanced lighting and particle effects.

BEARDY!

Not only is Jak a 'Renegade', but if he collects enough Dark Eco, he transforms into his demonic form, rendering him temporarily invincible. Lightning shoots from his body frying enemies on contact. In keeping with his badass attitude, Jak can use a hoverboard, and hang around outside Spar drinking cider. We, er, lied about that last bit. The board can be used at any time, providing there's sufficient room to take off. We've tried the hoverboard in the forest level – marvelling at the rich grass textures and leafy canopies – and were shocked by the 'Speeder Bike on Endor' levels of zip and excitement.

HANDS ON TRUTH

Right, picture this. You're speeding along in a hover car, when an enemy vehicle pulls up alongside. Suddenly, you think, "Wouldn't it be cool to jump out of the car in mid-air and steal someone else's", so you cross your fingers, leap... and it works first time. That's the beauty of *Jak 2*, everything behaves as you'd expect. The collision detection's robust and reliable, jumps land precisely where you anticipate and the weapons feel deliciously destructive. When a shotgun salvo

TOP OF THE COPS: The Baron's police force are a vicious bunch – and they hunt in packs.

sends rubble flying, the pad recoils in perfect harmony. Even with four months before the planned release date, the game looks as good as finished. When the sun melts over the rippling waves in the port, you just want to pull up a deckchair. The characters are genuinely likeable, the script sharp and the *GTA*-style mission structure knits together seamlessly. Better yet, there's no arbitrary coin collecting – just ammo

JAK TO THE FUTURE: Every car has its own ratings for strength, speed and handling.

and Dark Eco – placing the emphasis on pacey narrative, not blind leaps and busywork. As anyone who's tried to collect 100% of the precursor orbs in the original could tell you, this is good news, though there'll still be plenty of secrets and hidden areas for experts to unlock. Oh, and once the game starts, you'll never see another loading screen. Frankly, we expected this to be superb, but we were wrong – it's better. Look forward to a full preview and more detailed hyperbole soon. When you see a game this polished, so early on, you can only wonder what the folks at Core have been doing with their time.

AH, BRISTOW

Stealth. Action. Adventure. Fancy Dress. Hmm, it's an unusual combination but – hey! – *Alias* might just work...

"Talent borrows, genius steals", as the saying goes, so we can only assume Acclaim's Cheltenham studios are manned by scholars and wizened academics. By pilfering concepts from *Splinter Cell*, *MGS2* and 24, Acclaim's take on the Jennifer Garner-starring TV series possesses enough interesting ideas to rise above the I'm-A-Spy-Get-Me-Out-Of-Here hordes.

The bulk of the game's six missions combine stealth – sorry, *infiltration* – and combat, although the developers are still grappling with the problem of how to 'covertly' crack someone over the head with a large plank. Naturally, fancy dress – sorry, *disguises* – play a big part, with over 12 funky costumes. Better yet, the outfits have been designed by the same people as the TV show, so expect lots of microskirts, vest tops and gownless evening straps.

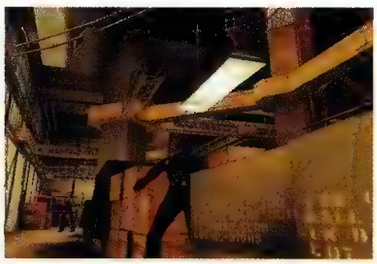
Perhaps the most interesting aspect is the use of a 24-style split screen. So if you're trying to pick a lock (in *Splinter Cell* pad twisty fashion), you won't see a timer to indicate how long you've got, but rather a secondary view of a guard heading down the corridor towards you.

SIX PACK SHAKUR: Jen's a fan of gut-baring leather tops. This fellas clearly transfixed by her midriff.

Alias will be authentic in every detail. Aside from using the TV show's scriptwriters for the game's dialogue, all the voice-overs are supplied by the actual cast members. Even if this did mean splashing out a cool $100,000 to secure the genuine Jennifer Garner's services. Cheap at half the price, we reckon.

PSM2 RECKONS *Genre game or not, there're some quirky ideas at work, including the split-screens, interactive environments and breakable weaponry. It's currently only 40% complete, so we're praying Acclaim can get into character in time for the planned September release.*

BREAST MADE PLANS: We can only hope that Jenny's real bumps aren't sharpened to razor sharp points.



CRATE BALLS OF FIRE: The obligatory 'fight in a warehouse' scene has been thoughtfully included.

WUFF JUSTICE

An incontinent crime solving superpooch? Smellovision? Romance? It's all in a Dog's Life for Sony's 'barking' new adventure. Barking. See?...

UMBRELLA EMBERG: Wherever there's umbrellas that means sandwiches. Now go and make a pest of yourself.

HORSE ON WELLS: Make friends with other animals. Or steal their food and piss in their drinking water.

HEN ELTON: Not only is chasing chickens great fun, there's every possibility of a decent meal afterwards.

With the games industry lolling in a creative cul-de-sac, numbed by tedious wannabees and insipid sequels, Sony present yet another tired looking Dog Simulator in which you dig, chase, fetch, swi... hold on, *Dog* Simulator?... Lassie's chassis... that sounds brilliant. Provided Sony aren't just dangling a bone, it'll be one of the year's most wildly innovative games.

Yes, *Dog's Life*, the latest game from the creator of wire frame Spectrum 48k space trade-em-up *Elite* – well, we guess it was the next logical step – lets you enter the mind of Jake, a playsome young pooch. You'll get to perform all of a dog's toughest daily chores – sleeping, begging, fetching and tree bothering – on your journey across America to track down your best friend Daisy. On the way, you'll move from the sleepy mid west to snowy ski resorts, slowly uncovering a dog-napping plot hatched by the evil Miss Peaches.

Environments will be fully interactive – including lamp posts, trees and people – with a unique 'Smellovision' mode, where you view the world through the eyes of a dog. The first-person view causes a neat visual effect where 'smelly' objects glow against the sepia backdrop, a bit like the thermal visor from *Splinter Cell*. Gameplay is cause-and-effect, so eating bin scraps causes Jake to slow down, while neglecting your appearance will make it harder to get help from humans.

With over 20 different breeds of dog, including Dalmatians, Chihuahuas and St Bernards, the bark life begins this autumn.

FIDO FACTS: Learn new tricks from your human buddies. Or just bite them instead.

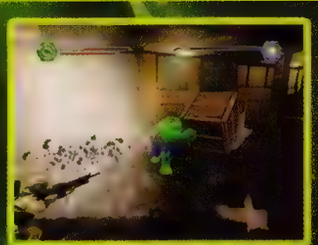
PSM2 RECKONS *At last, a game that doesn't just break the mould, but uses it for bedding. With interactive levels, and a roster of doggy skills to master, the scope for experimentation and general arsing about is immense. We're already practicing leg stretches and doleful staring.*

HULK

UNLEASH THE FURY!

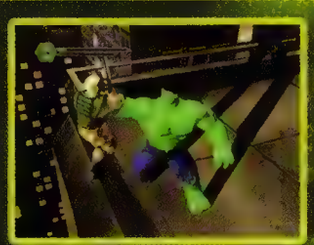
Following the events of the blockbuster Universal Pictures film, troubled scientist Dr. Bruce Banner and his alter ego, The Hulk, battle The Leader, a terrifying villain intent on unleashing a relentless army of gamma creatures.

The Incredible Hulk also available on Game Boy Advance™



25% fully destructible and interactive environments. – if you can see it you can smash it.

Battle notorious classic villains and massive new foes. Fight up to 10 enemies at once.



45 devastating attacks to dispose of your enemies.

Outsmart your enemies as Dr. Bruce Banner using stealth and disguise.

PLAY THE GAME - SEE THE MOVIE

UNIVERSAL INTERACTIVE · MARVEL · UNIVERSAL · PlayStation 2 · PC CD · NINTENDO GAMECUBE · GAME BOY ADVANCE

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PSM2 FIRST LOOK ファースト

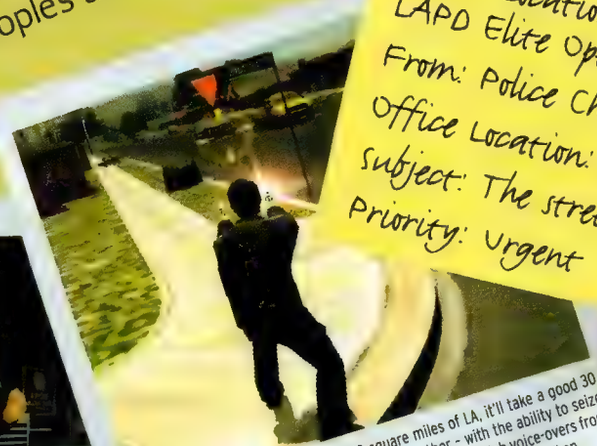
TRUE CRIME

PSM2 takes a hairclip to the lock of justice, exposing the underhand tactics of the LAPD... like, er, snapping people's arms.

To: Detective Inspector Kang
Office Location:
LAPD Elite Operations Division
From: Police Chief Smith
Office Location: LAPD
Subject: The streets of LA
Priority: Urgent

KANG OF THE HILL: Driving skills are top notch. Should he need to improve on them at any stage during the mission, he has access to the police driving simulators. They can teach such techniques as driving on two wheels and driving backwards while shooting at suspects.

WRENCH WARFARE: One location we're interested in is this garage in downtown LA. Our suspects will be armed, of course, and there are several hazards we know of – exploding canisters of gasoline and cars that might fall from the ramps are two that we're aware of.



BLAST ORDERS: With over 240 square miles of LA, it'll take a good 30 minutes to drive from one side of town to the other – with the ability to seize any civilian vehicle at any time. Better yet, listen out for celeb voice-overs from Michael Madsen, Gary Oldman plus PSM2 tips legend Christopher Walken.

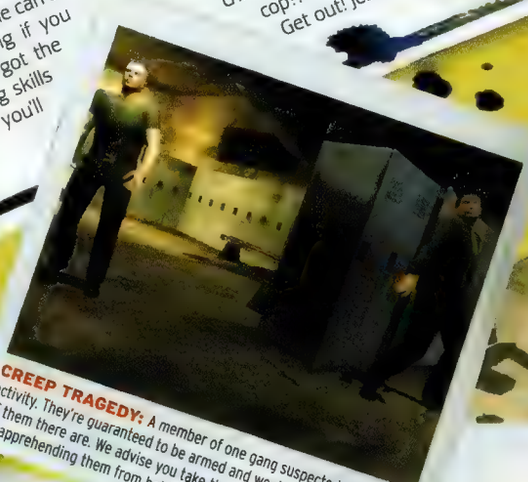
Thanks for agreeing to take the case, Nick. Here's the full dossier to get you started. As you can see, we've got big problems at the moment – the Yakuza, pimps, fugitives – we need you to investigate exactly what's going on in the underworld.

Nick, you'll need to call on all your skills to survive. Going in all-guns-blazing will be fine in some situations, but your stealth training will also be invaluable for infiltrating gang hide-outs and tailing suspects. We'll arm you with a sniper rifle for such missions and you'll have your pistol as a back-up. If you need something a bit more powerful, stop off at one of the police gun ranges and our people can sort you out with new weapons and training if you decide you need it. Remember we've got the facilities to help you polish your driving skills and martial arts moves as well – you'll probably need to use them.

We'll continue to radio you for assistance with any petty crime in the area – attend if you can, although we'll understand if you can't get to them all. Ignore too much of that pesky street crime, though, and this city's going to be overrun with low-lifes. That won't make your job any easier.

I know you'll do your best, but remember there are no second chances. If you mess up apprehending a suspect and he gets away, the dude could end up causing us all sorts of trouble later in the investigation. We'll leave it up to you how to tackle things – there's never a right or a wrong way. Be aware as well that you're accountable for any reckless behaviour or civilian casualties at all times. Don't get too trigger happy and drive as carefully as you can.

What do you mean this all sounds a bit like *GTA Vice City* but you play as a cop?! How dare you? Get out! Jesus!



CREEP TRAGEDY: A member of one gang suspected of criminal activity. They're guaranteed to be armed and we don't know how many of them there are. We advise you take the suspects by surprise, either by apprehending them from behind or sniping them if necessary.

E3 SPECIAL RUMOURS

PSSST. WANT TO KNOW A SECRET? LOTS OF SECRETS? HERE'S THE WHITE HOT PRE-E3 GOSSIP *THEY* TRIED TO SILENCE, BUT WE HEARD IT ANYWAY.

"OHMIGOD"

SONY'S SECRET FPS

Sony's long awaited – you guessed it – *Halo* beater, will be called *Killzone*, not *Kin* as originally reported in PSM2#35. During our recent visit to UDS in Sweden, we met a Dutch journalist who claimed to have seen the game first-hand, thanks to his friendship with Amsterdam based developers Lost Boys. Apparently, the game has a sci-fi feel, with stylised graphics that comfortably hold their own against Xbox's finest hour. Space marines – or whatever they call them – were dropped into the 'Killzone' via a chopper, before demonstrating some 'tasty' weaponry. Our source thought the game was so impressive, he feared it might be a CGI mock up. As you read this, we'll be looking at the game first-hand in E3. Bad news – *Killzone* won't be released until 2004. Good news – it should be online compatible.

"TOP SECRET!"

SPLINTER CELL 2 VS MGS3

Ubi Soft will release *Splinter Cell: Shadow Strike* before April 2004 according to the company's financial report, with a 'shock' unveiling expected at E3. Konami will respond with details of *MGS3* – though this ISN'T their *big* announcement as rumoured last issue, and will probably take the form of a 'returning franchise' we're told. Snake is certain to return, with the game *rumoured* to be set in the jungle.

"HMMMM"

CAPCOM BETRAY GAMECUBE

With Gamecube being dropped by major UK retailers – a genuine shame – PS2 is poised to reap the benefits. Previously Gamecube-exclusive titles – the much touted Big Seven – including *P.N.03*, *Killer 7*, *Viewtiful Joe* and, maybe, *Resident Evil 4* could appear on Sony's machine to ensure their commercial success.

"NEVER!"

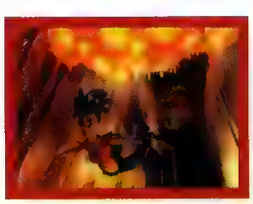
BATTLESTAR GALACTICA? YES!

Vivendi have snapped up the rights to cult sci-fi series, Battlestar Galactica. The TV show famously captured the post Star Wars, proto disco zeitgeist with high-collared glitterball couture, 'ten inch star cruisers dangling from fish wire' special effects, and a star turn from Dirk Benedict (that's Face from the A Team) as Lt Starbuck. It's a space shoot-em-up from developers Warthog, currently employed doing the same thing in *Mace Griffin*... Fortunately we're too nostalgia addled to care.

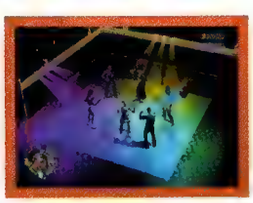
›PSM2 E3 RUMOURS 2003

SIX 'O THE BEST

Incredibly last-minute top secret E3 screenshots, in descending order of good-itude.

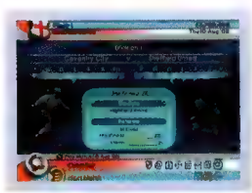


KYA: DARK LINEAGE: Infogrames' platform adventure fuses lush textures, interactive environments and rich gameplay - hopes are high(ish).



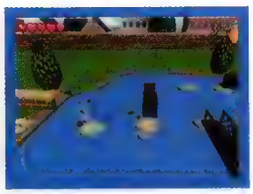
THE SIMS BUSTIN OUT: Now you can *actually* leave your *virtual* house in search of 12 new careers including rockstar, mobster and slacker.

X-MEN LEGENDS: Activision's orc-free RPG promises team-based combat, stat juggling and scraps between Juggernaut and Colossus. Ace.



LMA MANAGER 2004: No lazy update here - Codies' latest features a fresh match engine, Fantasy Team mode and um, new statistics. Which we love.

PIGLET'S BIG GAME: Based on the forthcoming Disney movie, Take Two's kiddie pleaser looks surprisingly adroit. Sorry, we mean *mega*. Er, daddio.



INSPECTOR GADGET: LSP's nostalgic pleb muddler is based on the cartoon series, not the dire film. Hooray! *More* reheated platform dross...

PSM2 AWARDS 2003

WIN FREE STUFF!

Your chance to vote in the most important PlayStation 2 awards since, well, last year's.

Following an unexpected technical hitch, we were unable to print the PSM2 Awards nomination form last month. A corrupted Quark file meant Milf had to erase half his hard disk leading to... erm, a problem with the processor thingy, which... ah... well... Truth be told, Dan D went on holiday and completely forgot to tell anyone about it, so to avoid further 'technical difficulties' we've reproduced the form in its full textual splendour. Better yet, as part of a hasty office clearout, we're giving away a bundle of tat (games, T-shirts, assorted priceless memorabilia, etc) to five lucky participants selected at random.

Like the Oscars the PSM2 awards, er, award games released in the last year – so that's mainly 2002's games then... Anyway, this year we're expecting a good showing for *Vice City* but, hey, be original. What about *Ico*, *Gitaroo Man* or *Kingdom Hearts*?

The categories are clearly listed below on the entry form, so stick on your thinking caps – a crown of thorns, or a fez, perhaps – and send your nominations to: **PSM2 Awards 2003, PSM2 Magazine, 30 Monmouth Street, Future Publishing, Bath, BA1 2BW.** We'll be running the form for another month after this, and printing the results in, ooh, PSM2#38. Just in time for 2004, then. Oh you get the idea.

ENTRY FORM

MY TOP FIVE PS2 GAMES OF '02-'03, IN ORDER, ARE:

1 .....

2 .....

3 .....

4 .....

5 .....

BEST PS2 GAME DEVELOPER IS:

.....

BEST PS2 GAME PUBLISHER IS:

.....

BEST PS2 GAME CHARACTER IS:

.....

BEST CG (INTRO/ENDING/CUTSCENES) IS:

.....

BEST GAME MUSIC FROM THE LAST YEAR IS:

.....

DEFINING MOMENT OF THE LAST YEAR IS:

.....

BIGGEST DISAPPOINTMENT OF THE LAST YEAR IS:

.....

Name ..... Age .....

Address .....

.....

..... Postcode .....

>PSM2 INVESTIGATION フハフヌ

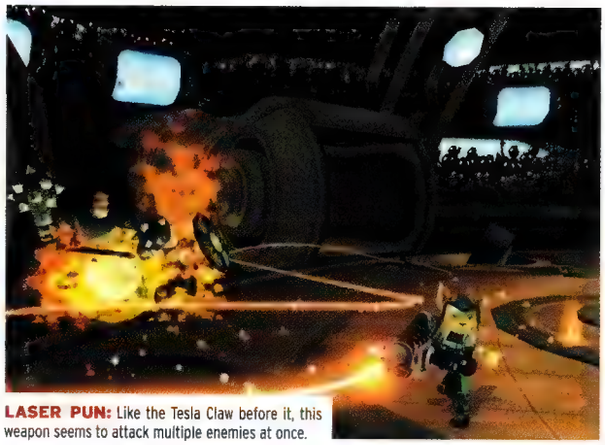
RATCHET IF YOU CAN

Ratchet & Clank, the best platformer on PS2, comes back atcha firing on all cylinders.

What's really in it between Naughty Dog and Insomniac? They share technology, they've dominated PSM2's platformer chart since its inception and now... well, now they've overdone the Fisherman's Friends and decided to bring both their titles out in the same year.

Look at the shots. Just *look* at them. Now flick back to pg16 – remembering, of course, to leave a thumb here – and have a quick squizz at the beauty of *Jak 2: Renegade*. Back already? Good. Now can you see what we're getting at? Both have their central characters and sidekicks, both now come with frightening arsenals, both garnering the kind of mainstream appeal needed to shift over 70,000 units each. Question is, who are you going to go for?

The case for *Jak 2* has already been outlined, so here's a few pointers in favour of *R&C2* to make sure any decisions you make in the future are 'informed' from the off. First up, the fact that Clank actually does stuff. He's not some gobby furball that doubles as a club but turns up fully interactive – a rocket pack, a playable character, a mini-sub... No news on what we can expect from the metallic gentleman's gentleman as yet. But, after seeing Ratchet's new sonic and death ray weapons, we're betting the lovable 'bot is going to be brilliant. What else? Weeeell there's news that the planets won't just contain single locations this time, so the scope for exploration should still outweigh anything *Jak* can offer. Beyond that, we're off into the realms of wild speculation. Ratchet's uniform hints that he's put some distance between himself and his backwater past, while shots of him fighting indicate there's a whole new range of aliens to smack into bolts. Early doors, yes. In fact so early they haven't been sanded yet, but, in answer to our question, we're betting Sony won't be dumb enough to put both directly head-to-head.

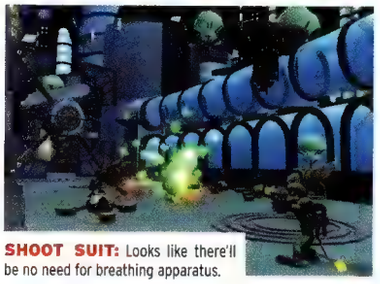


LASER PUN: Like the Tesla Claw before it, this weapon seems to attack multiple enemies at once.

"THE LOVABLE 'BOT IS GOING TO BE BRILLIANT"

ARMOUR BLIGHT: Many aliens are dressed for battle. Is this a war zone?

CITY CAT: As with Kerwan's Metropolis, the city environments in *R&C2* are huge.



SHOOT SUIT: Looks like there'll be no need for breathing apparatus.

PSM2 RECKONS *Jak first then, with R&C2 arriving in time for Christmas ensuring that even Maximo 2 will have to really work to get us excited.*

ARENA FRANKLIN: Check out the crowd. Looks like Ratchet has to fight gladiator-style.

STOP PES!

DIY Euro boffins shape future for *PES3*

Looks good, eh? Well, hold your horses – sadly, these shots aren't from *PES3*, but a HACKED version of *Winning Eleven 6: Final Evolution* (a revised Japanese-only version of *PES2*) that's currently available on the Internet. Euro hackers, torn between their love of *PES* and their hatred of sketchy licensing, have coded a 'patch' which gives the game English player names, accurate kits, new music and real sponsors! Lamentably – but for very obvious legal reasons – this version of the game is only available to cash-rich hardcore fans with a chipped PS2, a copy of *WE6:FE*, a CD burner, access to the Internet and some tricky-ish specialist software – ie, us. The good news, however, is that Konami Europe will be faking a copy of the 'patched' game to Japan to show the developers KCE Tokyo. If *PES3* falls short of these lofty – if royalty free – standards, there'll be uproar on the virtual terraces.

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COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

DVD ACTION

Next month we'll have full video of the game in action. If you want to see *GT4* moving there's only one place to come: PSM2.

"PREPARE TO MEET THE GREATEST RACING GAME OF ALL TIME"

OUT UK 2004

GRAN TURISMO 4

We've got it. The first look at *GT4*. No *GT3* renders lurking under *GT4* headings. No "is this *GT4*?" screens. Just yards of Yamauchi-endorsed text and the first awesome pics of the genuine article. Read it and weep.

WORDS: Daniel Griffiths

The vast, heavily-armoured shroud of mystery has finally been lifted exclusively for PSM2 and we've got the first shots, first info and first interview with the series' maker Kazunori Yamauchi.

Demo code of the game exists and – as you read these words – we're playing it at the E3 show in LA.

For now, Yamauchi himself has spilled his mind across these pages. Everything you read here is true. Every shady detail only remains shady because the great man hasn't made up his mind yet.

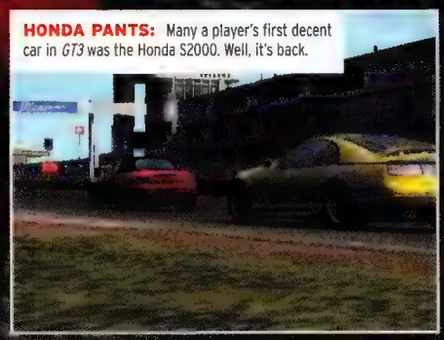
The E3 demo version of the game will feature cars from Alpha Romeo, Renault and Lotus. And Yamauchi has told us that he's recorded sound from a Rolls Royce while in England. "*GT4* has a few more surprises with its car roster up its sleeve," he hinted...

So, without further ado, pull up a (Recarro) seat and prepare to meet the greatest racing game of all time.

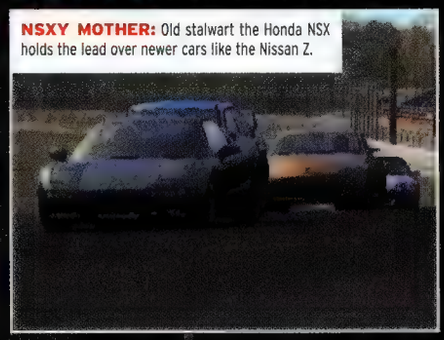
BEASTLIER!

The exact number of cars is still being finalised, but Yamauchi told us that there would be "well over" 500. Determining an exact number of cars in any *GT* game is tricky, as the endless slight variations bolster up the number.

That said our money's on a garage to rival that of *GT2* – some 600 unique motors. One thing that is confirmed is that in addition to the usual suspects (expect to see cars from Toyota, Mitsubishi, Mercedes, etc in there) Polyphony has invited smaller independent manufacturers to add their models to the line-up – including that Rolls Royce that Kaz whispered about... ▶



HONDA PANTS: Many a player's first decent car in *GT3* was the Honda S2000. Well, it's back.



NSXY MOTHER: Old stalwart the Honda NSX holds the lead over newer cars like the Nissan Z.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

SMOOTHER!

Yamauchi promises a revamped physics engine allowing for a more realistic drive. Though quite what they can do to improve the "perfect" physics engine that he boasted about last time is debatable. The decision to feature authentic body damage has not (at the time of writing) been decided.

Basically, in order to feature damaged cars, Sony and Polyphony would have to shell out a fortune to the car manufacturers, all of whom would prefer their cars to remain shiny and in one lovely piece. However, given that car damage is top of most *GT* players 'most wanted' lists and that 'lesser' games such as *Need For Speed: Hot Pursuit* featured real, crashable cars, Sony and Polyphony are at present investigating the possibility of including mangleable cars in the game.

We'll have more just as soon as the deal is signed.

"SEE THAT MASSIVE PIC OVER THERE? THAT'S A REAL IN-GAME SCREENSHOT!"

LONGER!

One hundred tracks. That's one h-u-n-d-r-e-d tracks. More than any racing game, ever. Ok, you could probably write some of those off as mirror circuits and test tracks, but however way you break it down, that's still a phenomenal amount of courses to cruise around. Featured in the demo are a New York street circuit, a Grand Canyon rally course and the Tsukuba racing circuit, but we're also promised, "Several classic European tracks that driving fans will know and love." Hmm, Monte Carlo? Silverstone? And you've just got to get the famous Nurburgring in there too surely?

ROCK HUDSON: The game maps photo textures on to its in-game scenery. The result? The most realistic tracksides ever seen in a videogame. Ummm.
SKY'S NO LIMIT: Have you ever seen such a realistic-looking sky? And let's remember that this is an IN GAME shot.
TELLY SAVALAS: The GT TV mode lets you watch your own exclusively trained AI drive the cars for you. Just the ticket if you've got thumbs like badgers.
GRAN CANYON: The Grand Canyon track is fictitious, but the scenery is the genuine article.
DUSTY SPRINGFIELD: Kick up some grime as you hurtle (sideways) through the desert.
DRIVER FREE: Notice that they still haven't put drivers in the cars. Expect motion-captured drivers in GT5 then.
ALL BRANDS: All the realistic car logos, ads and decals are included in the game.
SOUND POWER: The sound of every car (some 500+) have been recorded, which has meant that Yamauchi and his team have had to travel the world looking for rare motors.
GRILL MITCHELL: Every tiny aspect of every car has been measured and recreated exactly – right down to radiators and wheel nuts.
WHEEL MEAT AGAIN: We're told that the level of detail will be so great that you can see the treads on the tyres.
SHINY MANCHESTER: The bodywork of cars gleam in the sunlight and reflect all passing scenery and other cars perfectly.

WIDER!

Playing *GT* is no longer a lonesome solitary affair. Sure we've played two-players, and those blessed with multiple TVs. PS2s and iLink leads have been able to play head-to-head, but *GT4* is the first driving game to truly go online big-style. We've been after a real, solid reason to get our PS2's online – well, this is it.

Players with a Network Adaptor (and a copy of *GT4*, of course) will be able to challenge other players across Europe (and, later, the world) to races. We're assured that every possible option for linking up and racing will be included, so that's head-to-head races, six-player races, team races (you and a mate can race together as your own F1-style racing team) for a start.

Plus we can comfortably predict that there'll be a huge *GT4* online community. You'll be able to discuss engine tweaks with owners of similar cars, post your fastest laps onto online score tables and generally chat to, race against, and get to know other *GT4* obsessives.

Yamauchi is keen to point out that online is not the main focus of the game (see our interview on pg28), and there'll be a huge one-player Turismo section, but there's no denying that the online elements really are taking racing games in a whole new direction.

WHY I TOY-OUGHTA: Some of the cars are former experimental models first introduced in *GT Concept*.

ALPHA SIXPENCE: Drive all-new cars such as this Alpha Spyder, or classics like the Skyline GT-R below.

SMARTER!

Not only will *GT4* support six-player head-to-head online racing, but it will also feature a brand-new GT-TV mode which – hang onto your minds – is unlike anything seen in a racing game before.

It's rather like *Virtua Fighter 4*'s Kumite mode. In that you could 'train' your own virtual fighter: the more he practised one move, the better he got at it, and the more likely he'd be to use it in his own fights – the fights being entirely under game control with you watching proudly as your fighter creams other fighters and learns a few more moves in the process.

GT4 TV will allow you to do the same thing with your own racing team. You get to choose your cars, style them up and customise them as you see fit (with a budget determining how many tweaks you can give your motors and subsequently which races you'll be allowed to enter), and arm them with your own driving strategies. Will you hang back, shadow the leader and and go for it in the last lap, or go balls-out from the off? You then sit back and watch the races unfold, altering strategies mid-race and generally cheering your boys on to victory.

This mode will be playable in unconnected mode (ie. you, with just your PS2) and online modes. So, those players who love all the customising and tweaking stuff but are actually rubbish at the game can play at last. The game's AI will provide rival teams for you to race against and beat, and you can save your game and push onwards to greatness whenever you have a few minutes spare.

The online TV mode, on the other hand, will allow you to pit your team against other *real players'* teams – so while you're cracking open the Asli in Bournemouth, you can bet that there's some poor defeated soul in Beijing weeping into his sake.

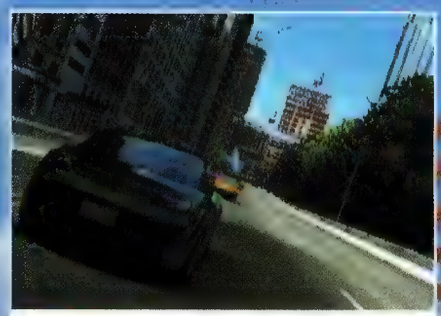
And of course, the online message boards, buddy lists and leagues will allow you to organise your own races and gradually see your team climb to the top of the online global leader board.

TRACKS OF MY GEARS: It's not all online racing, y'know. There'll be the mother of all Turismo modes in there, too, featuring over 100 gold cups to bag (with secrets unlocked as your reward).

PRETTIER!

Polyphony have also gone to great lengths to obtain photo-realism on the cars and courses. Obviously we'll all have to see it moving (which you'll be able to do via next month's PSM2 DVD) to fully gauge how extravagant a step up has been achieved, but judging by the screens featured here, we've yet to see a better in-game sky. And see that massive pic over there? That's a real in-game screenshot...

The track-side textures – especially the real rock faces of the Grand Canyon tracks – look absolutely stunning, and get a load of those lighting and reflection effects...



LEXUS PRAY: This Tokyo track is a re-tread of territory first broached in *GT3*. Here's hoping for some new areas as well.

SCENIC BUSH: Previously shortcuts were taken in the scenery – your eye's always been directed at the shiny motors. Now similar levels of detail will be lavished on the terrain, too.

TSUKUBA DRIVER: As well as rally and city races, there's plenty of classic race tracks too. Like Tsukuba here.

"DISCUSS ENGINE TWEAKS AND POST YOUR LAP TIMES ONLINE."

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

INTERVIEW WITH KAZUNORI YAMAUCHI

We caught up with *GT* genius Kaz while on a top-secret trip to the UK to record some rare motors for inclusion in the game.

Hey, Kaz. Why are you here today?
For today's event we've restricted ourselves to [recording] cars that we can gather at this specific venue [Millbrook race track], so they're all European and mainly cars from the UK.

Are you guys visiting the rest of Europe?
Yes, we were actually in Italy a couple of days ago, before coming here, then we're travelling on to France later, and then scheduling another visit to Germany. We think we'll be able to visit the 24-hour race at Nürburgring, too. While we're looking at new cars we're really putting more emphasis onto the older models which we will have in our car history.

CORVETTES IN PRACTICE: This shot is from the New York city track. We'll have a full report on how it handles next month.

"WE'D LOVE TO INCLUDE THE MCLAREN F1. THAT SHOULD BE QUITE INTERESTING."

How do you manage to achieve such a high level of realism and accuracy for the cars?
The team doesn't actually take cars to the circuit and put the feedback into the game. It's actually quite the opposite. The team has a special physics engine for calculation; if they input the basic specifications of the car – the size, the weight, the format of the engine layout and the power, that usually gives them quite an accurate calculation of how that car should perform.

How important is it for you to actually drive the real vehicles to get a sense of their handling?
The actual driving experience isn't necessarily that important in terms of controlling or adjusting the physics engine. However, in terms of fine-tuning the actual game to enhance the enjoyment of driving, events like this are important. If you can get a sense of the kind of pleasure you get from driving the real cars, you can share that experience with the user when he or she plays.

Do you get feedback from test drivers?
In general, the best feedback comes from the actual test drivers within each manufacturer. Next would be racing drivers and third would be motor journalists, who have lots of experience.

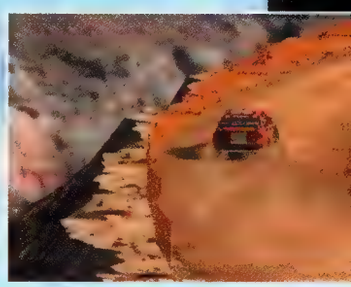
How many people are directly involved with working on the series?
Roughly 70. That's the number of team members I need to make the game. The first *Gran Turismo* was made with six people.

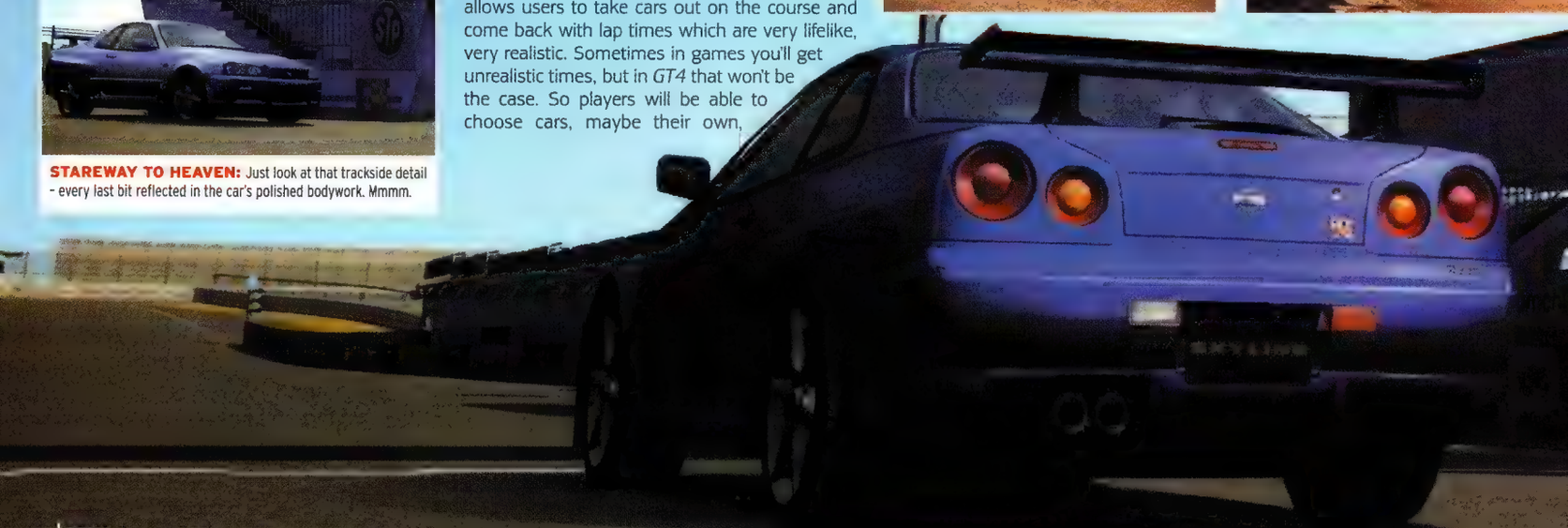
Tell us about the new circuits in *GT4*? Will they be based on real world tracks?
The new physics engine we're using for *GT4* has very, very accurate simulation abilities, and this allows users to take cars out on the course and come back with lap times which are very lifelike, very realistic. Sometimes in games you'll get unrealistic times, but in *GT4* that won't be the case. So players will be able to choose cars, maybe their own, maybe something very close to it, take it around a circuit and the times will reflect those in real life. So, we're taking every opportunity to include as many real life circuits in the game as possible.

And cars. Are there any cars that you'd really like to include in the game but haven't been able to?
That's a tough question. We're not sure exactly what the difficulty is with it, but we'd love to include the McLaren F1. That should be quite interesting. I'd be interested to see the performance of a car which is pretty much made out of carbon, and see what happens with it. Most of the cars we have in *GT* are standard metal or aluminium, so we're curious to see what kind of performance we'd get in the game. We already know it's a great car.

The online features sound amazing. Will the game still include a classic single player Gran Turismo mode?
OK, just to clarify; the online aspect of the game would, of course, be important, but it's only important to enhance the world of *Gran Turismo*, and allow players to have a new experience. I don't think that the online segment is the biggest chunk of the game and, for obvious reasons, yes we will continue to include single-player mode that can be played as a standalone. The volume, quality and content of the game aren't going to be exclusively online.

STAREWAY TO HEAVEN: Just look at that trackside detail - every last bit reflected in the car's polished bodywork. Mmmm.





THE E3 DEMO

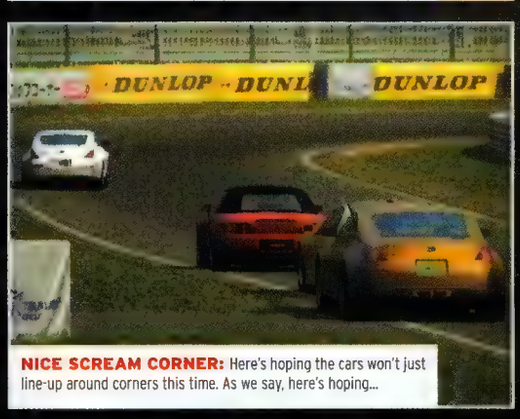
The shots you see on these pages are all taken from the E3 demo – set to be playable on the show floor at the Los Angeles E3 show on 14th-16th May.

This version of the game, while only containing three courses – a New York street circuit, the Grand Canyon rally track and the Tsukuba racing track – will feature 20 cars, including the old favourites pictured here, plus freshly announced brand new European cars, such as the Alfa Romeo Giulia Sprint GTA, Renault Alpine A0 600S and Lotus Europa Special. Lots more next month.

NISSAN SPICEY: The Nissan SX just edges it over the newer (and flashier Nissan Z). Ever wanted to drive one? Here you go.

SIGN OF THE TIMES: Just in case you were wondering which game you're playing... *GT* has always been big on branding.

REARLY GREAT: You can bet that the replay mode will be even more whizzy than those of previous *GT*s.



NICE SCREAM CORNER: Here's hoping the cars won't just line-up around corners this time. As we say, here's hoping...

PLAYSTATION 2 MAGAZINE
PSM2

COMING SO

ONLY IN PSM2 - TOMORROW'S BIG GAM

トクセンショウホウ

レビュー

GETTING BIGGER, AND FATTER AND WIDER... OLD E3 AND ITS MIDDLE-AGED SPREAD.

JONNIE

It's already started. Here we are a good month away from the show itself and we're inundated with press trips. "Come see this!", "What are you up to next Wednesday?", "Mate, this one's triple-A." The event's no longer a hellishly compact three days of information overload, instead it's blurred into a month-long orgy of thumb pummelling.

Take this lot as a cross section of the stuff we've already been tempted with accompanied by some arbitrary excitable noises... *Ghosthunter* (woooOOOoo), *Killzone* (ka-pow), *Narc* (schawing), *Jak 2: Renegade* (badoing)... And the scary thing is, if we're already getting the heads-up on this lot, who knows what we'll encounter once we drag our jet-lagged arses out to the convention centre in downtown LA? We *know* that Konami are planning a big surprise that "needs to be explained" and there's a rumour that we might be seeing *two* grade-A platformers from Sony... So it's looking like this year is shaping up to be a real sock knocker. Rest assured, though, we'll be in the front line, weighed down with press discs and complimentary drinks bringing the hottest news straight to your mind next issue. **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

CYLINDER MCCARTNEY: Lure guards towards fire extinguishers and then [illegible] pressurised quick kill.

SMASH HOUND: Get close enough and bottles and chairs will see guards go down with one strike.

EXPECTED UK SEPTEMBER

13

What am I? Where am I? Oh man, this amnesia! I think I'm losing my... erm...

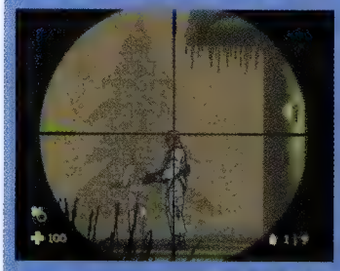
THIRTEEN. It's just a number, right? Not if you're the superstitious owner of a black cat that's always kicking the salt over it's not. Not if you're Antonio Banderas herding Vikings back to their homelands it's not. And not if you're Ubi Soft's French development arm. For them it's a matter of taking the FPS in a whole new direction visually while remaining as faithful as possible to the Belgian comic book that spawned the idea in the first place. Which is where we get into trouble. See, Ubi Soft France would like us to

COMING SOON

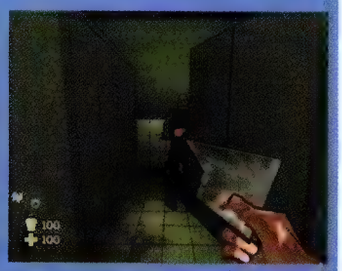
ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

BOOM RAIDER

1



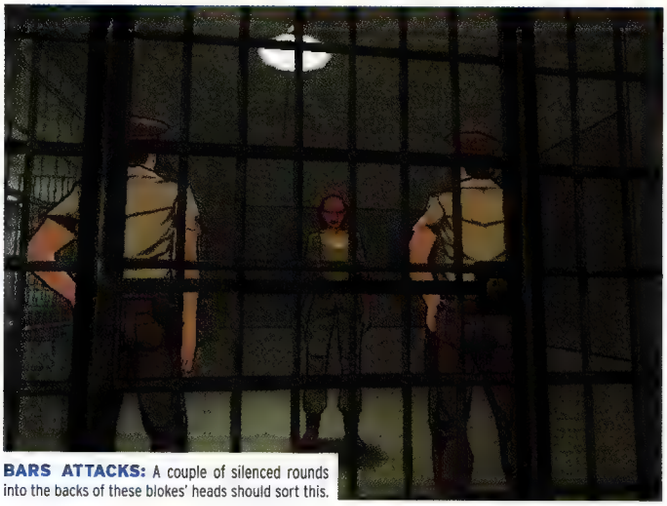
HEAD RINGERS:



DART OF GLASS:

DESMOND TWO TWO:

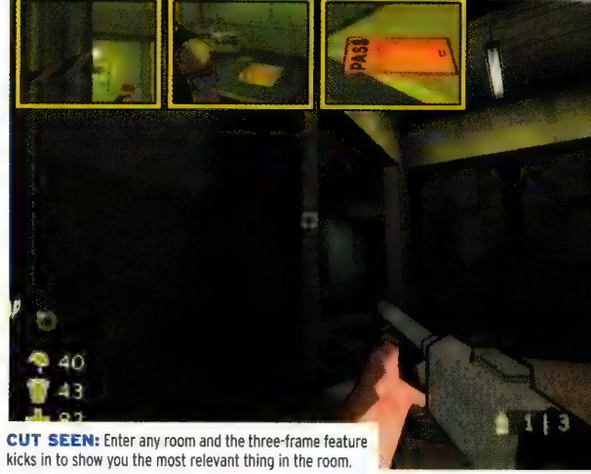
ROCKET AND TUBBS:



BARS ATTACKS: A couple of silenced rounds into the backs of these blokes' heads should sort this.

GLADLY DRAWN BOY

2 **The visual style of *13* is strong, but it's the sheer variety in the way the developers utilise these looks that's got us breaking out our felt tips. Think you're about to experience something that looks, smells and feels like a Bond game? Think again...**



CUT SEEN: Enter any room and the three-frame feature kicks in to show you the most relevant thing in the room.

PAST MAN STANDING: As 13 regains memories he has these flashbacks where everything's strangely blue.

BANG!

PLAY CHE-MISTY FOR ME: Believe it or not, this boss battle starts with you receiving a syringe full of loopy juice.

LOOKY HEAR: The closer you are to your target, and the less stealthy the weapon, the bigger the word when you pull the trigger.

use the full Roman Numerals to title this game, as in an 'X' followed by three 'I's. But this only causes confusion, we've discovered – we've already had a couple of readers phoning in to ask what this crazy *Zeee* game is all about. So, for the sake of style and clarity we'll stick with *13* for now, despite the fact that the central character of the game does, in fact, have XIII tattooed on to his collar bone.

BLEW NOTE: Behind the explosions lies a very hip jazz score underpinning the action.

It's lucky that he has really as without this – and the safe deposit key hidden in his trousers – the game would've probably taken a totally different route. Man wakes up with bullet wound to the temple and a nasty case of profound amnesia, goes to hospital, starts new life as a window cleaner in Surrey. No sprawling international conspiracy, no onomatopoeic sound effects and no cel-shaded take-downs in secret snow-bound bases. But you knew about all of that already, didn't you?

Well, if you're a regular reader of the mag you would. We've been following the progress of this for some time now, covering the game from its initial concept through to recent revelations about the use of makeshift weapons. (Fire extinguishers, broken bottles, throwable shards of glass, chairs – remember?)

Anyhow, this being one of those rare games that keeps coughing up freshness every time we see new shots, here we are, back again, with another list of spangly new features.

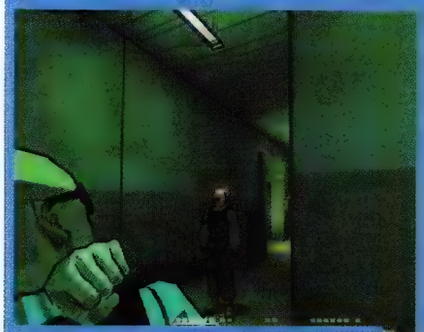
"ONE OF THOSE RARE GAMES THAT KEEPS COUCHING UP FRESHNESS"

First to leap out of its cartoon cel and shove a gat in our faces is the new stealth kill cutaways. Creep up to an enemy and you can perform a selection of silent executions. Accomplish any of these effectively and the reward you receive is a three frame close-up of the fatality flashed across the top of the screen. Bam-bam-bam! Crossbow bolt smacks through target's skull, guy falls to the floor and then... Then you're left to deal with the corpse. Nothing new there for anyone who's played *Deus Ex*, but it still forces you into a more stealthy role should you opt for this style of play. Fancy launching yourself through the front doors instead? Then the only thing holding you back is the amount of ammo and body armour that's currently in your inventory – although you can boost your defences by taking a guard hostage and using them as a body shield.

Another unexpected benefit of going large comes with how big the cartoon sound effects appear. Launch a rocket, for instance, and a massive 'Whoooosh' plasters itself across the screen, the letters trailing off and getting smaller the further the rocket travels from your position. By contrast, if you take a guard down with a glass shard to the back of the head, all you get is a muffled (ie, small) squawk from the victim followed by a muted

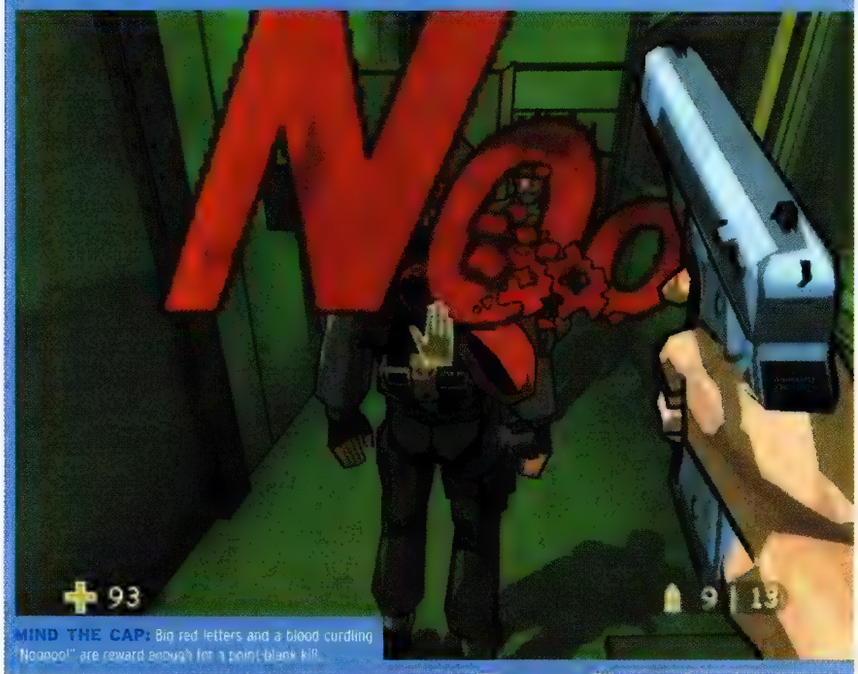
GUARD TARGET

3 Go up against gangs of brainless divots and you'll soon find all the joy leeched out of any FPS experience. Thankfully, *13* brings home the bacon with some reasonably smart troopers that have a tendency to die in a number of interesting ways. Ramp up the cel-shaded gore, throw in the big kills versus stealth option, plus some tasty ragdoll target zones, and the motivation to keep tugging the trigger literally goes ballistic.



THROTTLE A GEAR: You can't use many weapons from the choke hold, but the shielding is worth it.

GROIN OF THE REALM: Guards react differently depending on where your shots strike them.



MIND THE CAP: Big red letters and a blood curdling "Noooo!" are reward enough for a point-blank kill.

TOOL RUNNINGS

4 Although not as overtly gadgety as Bond, *13* does get the odd moment when he can call up gizmos from his belt pack in order to get things done. Up to this point in our play we've encountered a lock pick and this highly supportive grapple line. It's evidence again of how Ubi Soft are trying to come at the whole FPS way of doing things from a very different angle.

THE HOOK CLUB: You're limited to what you can hook on to, but you do get push-button control of your descent speed.

NOTE HANGER: A handy cutaway flashes up if there's any chance that you're about to be spotted.

SPLITTING HEAD CAKE: The best bit? You can do a stealth kill from above.

CHOPPER JOB: There's no driveable vehicles, but in one scene you get airlifted into a mission.

'thud' as they hit the deck. It really is a clever use of visuals and one that doesn't let up. Take the moment where your character – '13' for want of any name at all – gets drugged by a lunatic doctor during a boss battle. Suddenly the screen turns liquid, waves wobbling across the image as you struggle to orientate yourself. Then there's the simple pleasure of busting stuff up with one of the most convincing punches we've seen in an FPS. Select your bare knuckles, wander up to anything that causes the 'break' icon to appear on screen and chuckle as glass splinters shoot everywhere and boxes crumple. It's these little details, these subtle nuances that really stand at odds to the bolder approach that's usually associated with cel shadedness. Add in the fact that your aim gets slightly knocked off when you get hit, the ability to pick up chairs at random for guard whacking, and the simple division of body armour into helmets and vests... Little things one and all, but by all that's Jean Claude Van Damned, they really do mount up to a pile of quality when combined. **PSM2**

We'll be bringing you a full update between now and our review in time for the release in September.

DVD ACTION
We'll be delivering some top-notch exclusive footage of *13* in our Hands-on Preview section in DVD #37 – don't miss it.

MULTIPLE FRACTURES

5 One of the theories we had regarding the delay of *13* was that the coders were working online capabilities into the title. To find out if this was indeed true we hunted down project manager, Julien Bares, and challenged him to a quick game of Russian Roulette... So why the delay?

"We needed time to develop the pop-up system and also to work with Sony to develop specific content. As a result, for PS2 you'll have four modes that can be played online and offline. There's Deathmatch, Capture the Flag and 'Cover Me', but also an exclusive mode we have developed with Sony." <click>

'Cover Me', you say. What's that when it's at home?

"The idea's simple," he continues. "Half of your team is on the ground

"PROVIDE SNIPER COVER FOR THE MEN ON THE GROUND"

fulfilling specific objectives like placing bombs, or grenades. The other half is hidden on an upper part of the level providing sniper cover for the men on the ground." <click>

So when you talk about teams, how many players can actually get involved offline?

"We've gone for a two-player split-screen option, but there are plenty of bots in there. Also, online players will be able to download new skins by achieving goals in the challenge mode. The more challenges you succeed in, the more skins you..." <BANG... thud>

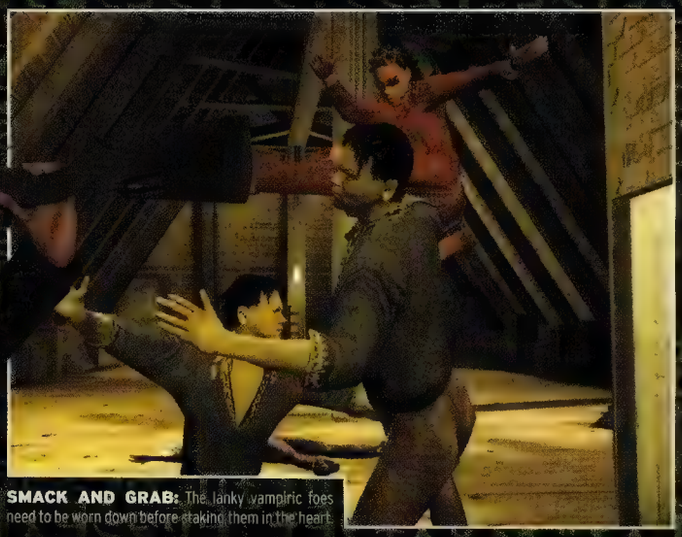
So networked deathmatches *and* some new variations to the standard two-player. All well and good so far, we reckon, it's just a shame that a four way option hasn't been included in the multiplayer but, hey, there's still enough here to keep us occupied. <drags off body and hides it>

XIII

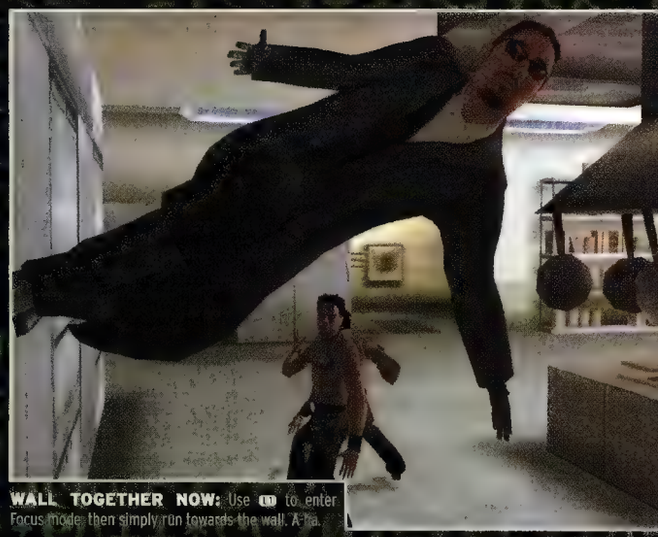
INFO
- **DEVELOPER** Ubi Soft
- **PUBLISHER** Ubi Soft
- **GAME TYPE** First-person Shooter

ANTICIPATED FEATURES
- 37 levels across eight locations.
- Multiplayer, Deathmatch and 'Cover Me' modes.
- Onomatopoeic effect system that describes sounds as words on screen. Really.

WHERE IT'S AT...
- The two-level demo we had a go on was tight apart from a few tweaks to AI and the odd visual glitch. So, definitely on course for a September launch.



SMACK AND GRAB: The lanky vampiric foes need to be worn down before staking them in the heart.



WALL TOGETHER NOW: Use L1 to enter Focus mode, then simply run towards the wall. A-ha.

ENTER THE MATRIX

After a merciless playtest of 90% complete code, we're starting to believe...

Oh, dear. You're probably sick of the sight of it. You're probably sick of reading "What is The Matrix?", "We took the red pill", and "How deep does the rabbit hole go?" Even as we speak, you're probably able to *hear* another journalist leaning back in smug self acknowledgement as they wedge another fresh 'Matrix-ism' into another preview. In fact, when *Enter The Matrix* hits the shops in a few days time, the only one thing you *won't* be sick of hearing is... tap, tap, tap... THWACK!

However many times you sprint towards a wall, press Focus – the world moves slooooowww – and launch a flying kick into some flailing guard's head – CRACK! – the fizz of satisfaction never fades. Maybe it's the way Ghost whips out his leading leg, maybe it's the rush of air as the music fades out, or maybe it's the way Niobe's coat swishes, but you'll *always* feel like The Man. You see, although you're only mashing a few buttons – leading to thousands of unpredictable attacks – the grand illusion is that the game has read your mind. It's like the world that been pulled over your eyes to shield yo... oops, sorry.

DVD ACTION

We've got exclusive in-game footage on next months disc – so keep an eye out and judge for yourself exactly how cool this game is.

"YOU'RE JUST MASHING BUTTONS BUT YOU ALWAYS FEEL LIKE THE MAN."

TIME TO REFLECT: Check out Niobe's mirrored shades - you can see the environment shining off 'em.

We're playing 90% finished code right now, fleshing out the highlights – like Niobe's scrap with an agent at 30,000ft, the pillar-shattering hallway shootout and Ghost's battle with Trinity. Turns out that she's... oops, almost blabbed. This is a war against cliché, and we are the sold... oh 'eck. Just look over the page, eh? **PSM2**

By the time you read this PREVIEW of Enter The Matrix *the game will be in the shops. What does that tell you? Hmm...*

HANDS-ON VERDICT

1 **Hmmm... tricky. While there's no denying the aesthetic panache, dreamy animation and satisfying combat, there's still some question marks hanging over *Enter The Matrix*. Why are the environments so empty? Won't you get sick of just running around? Aren't the minigames a bit pump? After extended play, we're experiencing a cauldron of emotions – it might be a one trick pony, but *what* a trick. Not even *DMC2* makes you feel so cool when you pull off a balletic death tango. In fairness, the game's flashier moves, like cartwheeling in slo-mo while blasting goons, encourage intricate play, but will the dependency on bullet-time puncture under repeated exposure? Fans will lap it up, but everyone else should wait for the *honest* verdict next issue.**

You'll love it because...

You *lurve* The Matrix and live for the moment.

You'll hate it because...

You're a hardcore gamer who demands depth.

ORIGINALITY	★★★
HANDLING	★★★★
PRESENTATION	★★★★★

ENTER MATRIX

INFO

- DEVELOPER
- PUBLISHER
- GAME TYPE: Action Adventure

ANTICIPATED FEATURES

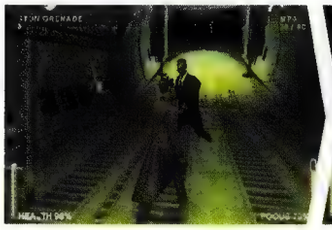
- Two [illegible] Niobe and [illegible] branching plotlines
- Over an hour of real life footage Niobe learnt
- Over 4000
- Unique 'hacking'

WHERE IT'S AT...

- The games near as dammit

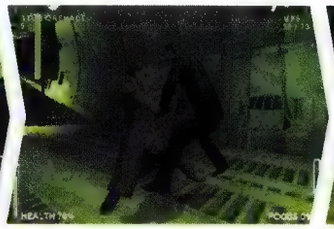
AGENTS

You don't meet Mr Smith until later in the game, so take out your anti-machine hate on a few of his chubbier pals. Sadly, you can't defeat agents until your skills develop, so you'll have to work on some unconventional solutions...

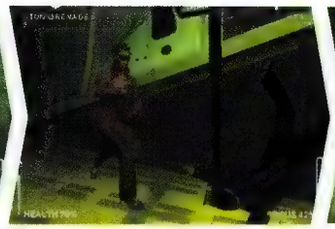


An agent morphs from the pilot's cabin, leading to a frenzied showdown above the city streets. How will you escape?

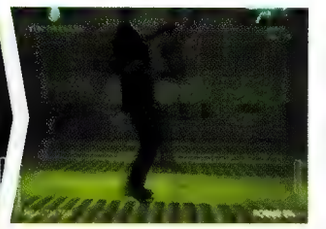
Use plenty of Focus power and soften up the agent with some spinning kicks and general knacker naffery...



...then, when he least expects it, grab the beefy sod and try to flip him towards the hangar doors. Do you see?



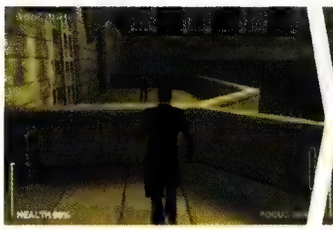
A couple of biff-baff-biffs later and he's sprawling towards the cold night air – just watch you don't get sucked in...



...or worse, let the agent flip round and return the damage. They can read your moves and inflict deadly damage.

LEAPING

It's not all punch, punch, punch – just, um, about 90% of it – there's also some diverse leaps to make, a bit like the start of the first film. Use your focus to maximize your distance...



Ghost has to leg it and perform a spinning jump over the platforms, before quickly changing stance for a dust up...

...Ghost uses his gun in combination with his punches, so he can grab goons, twist 'em over, then pop a cap...

Use the Ⓐ and Ⓒ buttons in combo to use grabs and disable your foe, before moving in with rapid fire hits.

Don't sweat – you can lock on to people automatically, the camera breaking gaze as you twist away. Honestly, it works well.

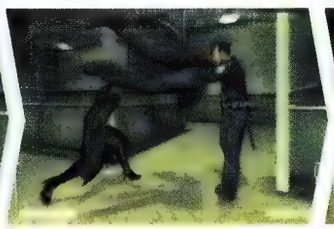
With over 3000 fighting moves unlocked as you progress, don't be surprised to use a rugby-style hoist to maximize damage.

WEAPONS

There're no tricky ammo rooms or fiddly menus, just guards packing heat which can be robbed off them in a flying instant. You can even combine the machine gun into one of your regular flurries...

The standard guards are simple fodder – no Focus required. A bit like Phil Collins 'No Jacket Required', but really different.

In Focus mode, however, you can paff foes into their pals and cause a massive pile-up. Just beware as the Focus meter falls...



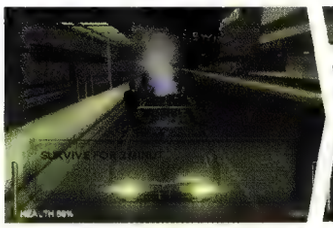
To rebuild your Focus bar, just unleash a range of regular attacks, or stop for a breather behind a handy post.

It's possible to shunt a guy off his feet then get in a second blow as he rises, sending him flying across the screen.

...yoink, there he goes. Watch out for the shattering glass, and don't forget to nip round and pick up his weapons.

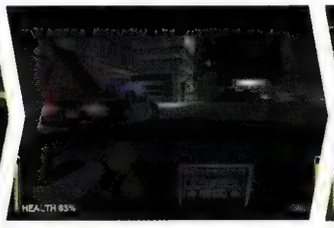
DRIVING

The car sections were developed in conjunction with those kindly chaps at Reflections – fathers of the rather ace *Driver* series. Depending on who you play as, you either drive the car or use the shooter – a bit like *Silent Scope*. But busy.



'Survive for two minutes'. Easier said than done when you're being tailed by a group of merciless agents ramming and shunting.

The handling is supposed to be physics-heavy, but you can't really appreciate the finer nuances in the heat of the battle.



By all means use the internal view but, if we're honest, it's like placing your nuts in a vice and inviting people to turn the handle.

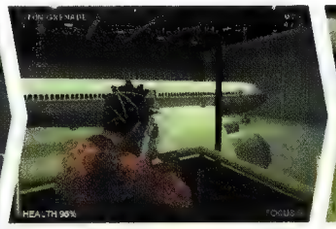
Play as Ghost and you get to aim and shoot. Play as Niobe, however, and a press of L1 pops out an auto-firing Ghost-alike.

These bits are OK really, and we're told that Reflections were called in to help. But that might be a load of old fudgenut.

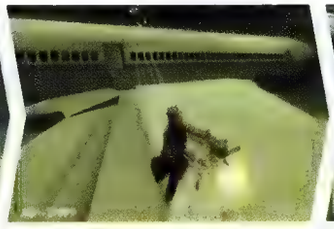
PLANES

This extended section sees Niobe fighting a never-ending stream of agents on, around and in a hangared jet. There are lots of gantries from which to snipe, and eventually you get to enter the plane and work your way through it like Harrison Ford in Airforce One. Only younger.

Everything seems pretty quiet so far. Why not just help yourself to the jet? No-one's here to stop you, after all.



Flange. Spoke too soon. Here they come, pegging it down the fuselage and heading directly for you. Best start sniping.



Use your Focus effect to dodge some bullets, otherwise you're going to get creamed before you get down the wing.

Once inside the plane there's nowhere to hide. Bullets come ripping down the aisles, so only cartwheeling can protect you.

Once you're up-close and personal, you can give him a taste of his own medicine – a healthy dose of foot-in-the-face.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK TBC

MADE OF STERN STUFF: Those Umbrella scientists certainly know how to travel.

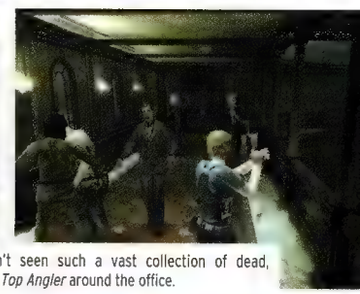
CRUISE TO VICTORY

1 With a new plot comes a new setting. In this case a ship of Titanic proportions. Admittedly you're still shooting zombies, but when you're doing it in cavernous ballrooms, it feels a bit classier. What's more, the creaking of a bobbing ship certainly adds to the suspense.

STAIRWAY TO HEAVEN: OK, so it's just a painting of an angel, but still...

RESIDENT EVIL: DEAD AIM

Zombies growling, guns blazing and that bloody T-virus – it can only be *Resident Evil*.



MONSTER MASH: We haven't seen such a vast collection of dead, expressionless faces since we passed *Top Angler* around the office.

WE AT PSM2 are not the sort of people to needlessly slag anything off. Back in Issue 20, therefore, when we gave *Resident Evil: Survivor 2* a measly 41%, you knew that this was a flawed game. It comes as no surprise, then, that Capcom decided that the series needed a re-birth. Witness *Dead Aim*.

Let's face it, this is *Resident Evil*, so three things are guaranteed – gore, zombies and the T-virus. And, seeing as the point of the series is to provide a lightgun branch to *Resi*, you can add plenty of pistol action to the mix.

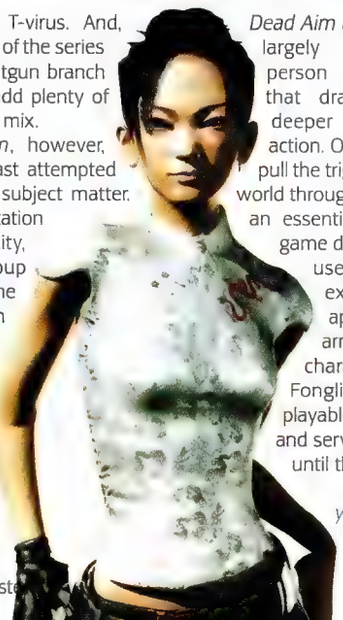
"ONLY WHEN YOU PULL THE TRIGGER DO YOU SEE THE WORLD THROUGH MCGIVERN'S EYES"

PSM2 FIRST PLAY

For *Dead Aim*, however, Capcom has at least attempted to freshen up the subject matter. Despite the devastation of Raccoon City, the Umbrella Group has continued the T-virus research program. This was always going to lead to trouble, and so it proves – a terrorist group led by ultra-villain Morpheus steals the virus and hi-jacks a cruiser, resulting in the transformation of crew and passengers into the undead. You are Bruce McGivern, a member of the Anti-Umbrella Search and Pursuit Team. You must retrieve the virus, killing zombies along the way.

It's not only the back story that's been revamped, however. Doing away with the solely first-person perspective that bogged down its predecessor, *Dead Aim* adopts a largely third-person system that draws you deeper into the action. Only when you pull the trigger do you see the world through McGivern's eyes – an essential concession in a game designed for lightgun users. The most exciting innovation apart from this is the arrival of another new character, sexy agent Fongling. She becomes playable during later levels, and serves as eye candy up until then. **PSM2**

No release date as yet – keep your eyes peeled...



DVD ACTION

There's a big chunk of *Dead Aim* on last month's disc in the Hands-on Previews section. More to come, alongside the review.

HANDS-ON VERDICT

2 **The latest *Resi* incarnation improves on its barely-surviving predecessor on all counts. Aesthetically speaking, the scenery is a great deal more convincing, while the subtle but effective sound ensures that you jump every time a zombie rears up behind you. More importantly, this game plays a lot more smoothly – lightgun enthusiasts will be in their element.**

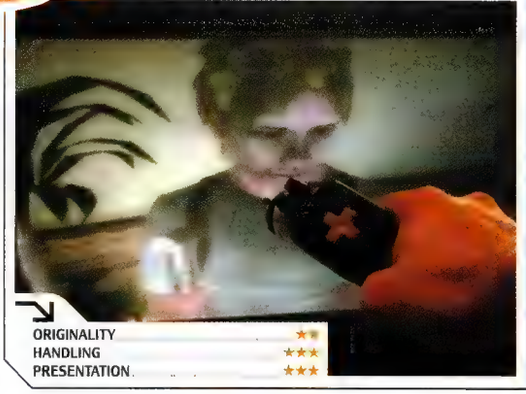
Things are still far from perfect, however. For a start, we'd like to see a lot more interactivity with background objects – it's hugely frustrating when you've been blasting away for nigh-on half an hour to see no evidence above a couple of bullet holes in a door. For any *Resi* addicts that have taken to eating their own flesh in the anticipation of the online instalment, however, this acts as a much less painful stopgap.

You'll love this because...

Frankly, you enjoy nothing more than a bit of lightgun-aided evil undead nastie slaying.

You'll hate this because...

You want to remain pure until *Resi Online* hits the streets.



ORIGINALITY	★★
HANDLING	★★★
PRESENTATION	★★★

RESIDENT EVIL DEAD AIM

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES
- [redacted]
- [redacted]
- [redacted]
- [redacted]

WHERE IT'S AT...
- [redacted]

PRO BEACH SOCCER

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BAY CITY ROLLERS: Ramps are a lunatic's dream - you'll believe two men can fly.

WHEELY WILD SHOW: It's not big and it's not clever, but it's certainly fun.

TRICK ASTLEY

1 They may not be on a *Vice City* scale, but *Starsky* does enable you to pull off some pretty spectacular stunts and tricks. If you see a ramp anywhere in the game, you may as well gun it: the odds are that you'll be rewarded with a gravity-defying leap of faith, with a satisfying jolt as you return to tarmac. If only real driving was like this.

FAMILY HUTCH-BACK: Who cares if you lose control? As long as it looks good.

STARSKY & HUTCH

The crime-fighting duo are back. No, not Batman and Robin. Or Danger Mouse and Penfold. Oh, forget it...

IF WE had to think of TV shows that we'd like to see converted into game form, we reckon we could come up with some damn good ideas. The Mitchells from Eastenders versus the Scullys from Neighbours in a *Mortal Kombat*-style fight to the death would be pretty entertaining. Or what about a shoot-em-up featuring the cast of Last of the Summer Wine? Shmokin'...

PSM2 FIRST PLAY

STARSKY AND CLUTCH: The more rivals you drive off the road, the better.

One series that we'd never have thought of adapting, however, is '70s cult classic Starsky and Hutch. Merely giving Starsky's chunky knits adequate fluffiness would test your PS2 to breaking point. And yet, here it is: the pioneering police drama that paired a couple of (randy) wise-cracking rozzers, who fought the usual ne'er-do-wells with a deadly combination of fast driving, quick wit, and a car the size of Bournemouth.

Given it's background, we expected nothing but pure cheese, and sure enough this oozes more camembert than Dairylea's R&D department. First preconceptions are cemented the moment *that* theme wukka-wukkas out of your telly. But after immersing you in nostalgia one minute, it goes distinctly downhill.

In terms of style, *Starsky* jumps alternately between *Vice City* (without the on-foot bits) and *Time Crisis 2*, with a healthy dose of shoot-em-up-thrown in for good measure. You control the dynamic duo as they drive around in their Torino, trying to put to bed all the crooks of 'Bay City'.

The main Story mode hurtles you though 18 levels, split into three episodes. Completion of each of these episodes requires the fulfilment of a single task, which is usually chasing after a car and shooting the crap out of it. As you'd expect, there's plenty of opportunity for skidding around tight corners and crashing into scenery.

"FAST DRIVING, QUICK WIT, AND A CAR THE SIZE OF BOURNEMOUTH"

For variety, you can always try one of the other two modes on offer. TV Specials gives you access to three challenges, testing your speed, shooting and stunt ability, and if driving around aimlessly is more your 'bag', there's always the Free Mode. In truth, however, neither of these offer much beyond the main action.

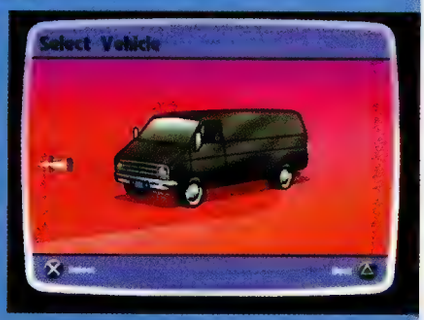
And that could be the downfall of *Starsky and Hutch*: it's all a bit too repetitive. Sure it's fun careering through a busy street after the bad guys, and wearing a cardigan is always great fun, but after a dozen levels you won't care. This isn't helped by the fact that in one-player mode the auto-aim is far too accurate, to the point that you drive off the road in shock on the odd occasion that you actually *miss* your target. Teaming up with a mate armed with a lightgun (perhaps a blonde, in tan leather?) is more satisfying, but how many of us have got those lying around? **PSM2**

Watch out for our review...

JEAN CLAUDE VAN DAMNED

2

KHAKI AND HUTCH:



VAN DIESEL:

DOCK HUDSON

4

DOCK OF THE BAY:

TRIGGING HELL:

USE YOUR CRANE-IUM:

CRATE EXPECTATIONS:

THANK THE STARSKY:

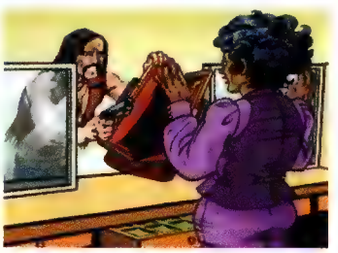
'70S 'FRO BACK: The cutscenes are a helpful guide to what you're doing.

HUGS AND KISSES

3 Before each episode, you are treated to a cartoon-style cutscene, with voiceovers provided by the ageless Antonio Fargas; a man who has clearly discovered the elixir of life in the basement of 'The Pits' and has kept it to himself. His lovable rogue, and (cough) part-time pimp character, Huggy Bear, serves to fill in the storyline gaps between each level, and let you know what you're supposed to achieve.

BLONDE AMBITION: Have you seen David Soul recently. Let's just say he looks nothing like this.

VAN BANK-EM: The cartoons look cool and eliminate the need to find modern-day S&H stand-ins.



HIPPY SHAKE-DOWN: 'Allo 'allo, what's all this then? This man has clearly lost his grooming products.

HANDS-ON VERDICT

5 "There's nothing like a bit of good, old-fashioned car chasing," we thought, as we raced through *Starsky*'s first episode. We were wrong, however. The game's second level is exactly like this, as is its third, fourth, fifth, and, well, you get the idea.

Graphically, it's all reasonably pretty, but where are the awe-inspiring lighting effects, and the jaw-dropping explosions? The freakin' *cardigan*? When you've spent the past 15 minutes piling bullets into a vehicle like there was no tomorrow, you expect more than a clunk as the wheels fall off, goddamit. And if we hear Hutch say "We're breezing this one, partner" just one more time... Let's hope that Empire can do all our childhoods justice and add a bit more excitement to the mix before the final release.

You'll love it because...
You drive like an idiot, and want to do it legally

You'll hate it because...
You want more than a bit of smash and grab.

DVD ACTION
We featured *Starsky and Hutch* on DVD #33, and we'll have more on the disc in issue 37 alongside our review. Don't miss it.

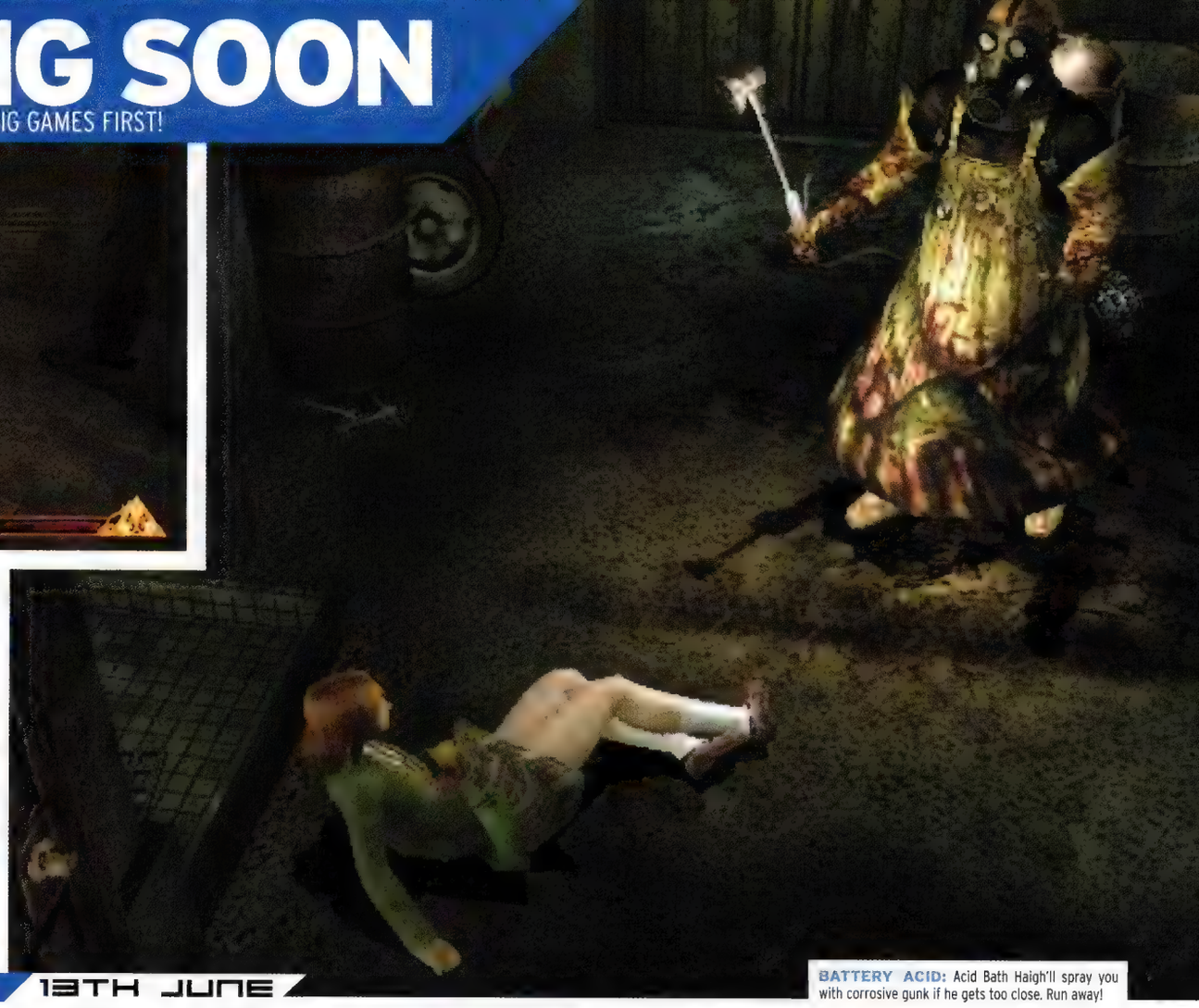
ORIGINALITY ★★
HANDLING ★★
PRESENTATION ★★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

GLOW AND ARROW: The bow you get during Boss fights fires powered up plasma-charged arrows.



HIDE AND FREAK

1 You'll occasionally spot objects in the scenery with blue vortexes on them. This signifies that Alyssa can use them to hide, and they're invaluable when in a tight spot. Keep a close eye on that panic meter, though – if it boils over, she'll run screaming, straight into trouble...

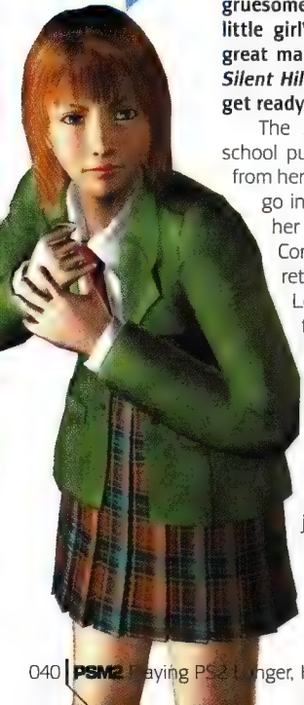
CHANGING DOOMS: Nip into this changing booth for a brief safe haven.

EXPECTED UK 13TH JUNE

BATTERY ACID: Acid Bath Haigh'll spray you with corrosive gunk if he gets too close. Run away!

CLOCK TOWER 3

Scared? Us? Don't be ridiculous. (Note to self: Never, *ever,* visit Sunsoft's offices alone...)



HERE'S A sure thing: *Clock Tower 3*'s going to cause uproar when it's released. The minute you see teenage protagonist Alyssa in her school uniform, or the gruesome Sledgehammer stoving a little girl's head in with his bloody great mallet, you'll understand why. *Silent Hill* give you the willies? Well get ready to really shit the bed...

The story opens with finishing school pupil Alyssa receiving a letter from her mother, pleading with her to go into hiding before her 15th birthday. Concerned, Alyssa returns home to London only to discover that her family's vanished, and that she's been left to get to the bottom of their disappearance alone. She soon begins to unravel her kin's sinister history, her journey taking her through different periods in time and bringing her face-to-face with all manner of deranged serial killers (including the infamous acid bath murderer, John George Haigh). Crikey.

Being a youngster, Alyssa doesn't have weapons to ward off danger – instead she must run or hide. This is where *Clock Tower* differs from most horror games – forcing players to rely on avoidance instead of confrontation – and making for some frantic moments. To complicate matters further, Alyssa also has a panic meter, which gradually fills up when in danger and eventually results in her going bananas, blindly stumbling around. And while in this state, one whack from an assailant results in instant death – this is one seriously tense game.

But while it's got a great story, some truly horrifying moments, and a novel twist on standard survival horror fare, we're worried about longevity, having heard that it can be completed in six hours – not really much for your moolah. We'll see next issue. **PSM2**

Clock Tower 3 will be freaking you out from June 13th.

DVD ACTION
We're keeping you on the edges of your seats this month – you'll have to wait until DVD #37 to get an eyeful of this nastiness.

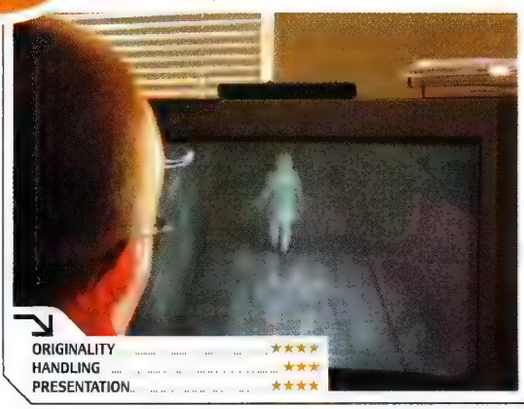
HANDS-ON VERDICT

2 We're glad to see the naff point 'n' click gameplay of the previous *Clock Tower* games (which appeared on PSone) has been booted into touch in favour of a more traditional third-person survival horror adventure. It works much better and provides some great gameplay to go with the engrossing story. The atmosphere created by *Clock Tower* is really creepy, and we love the whole evasion thing; we've found ourselves shouting "for God's sake, just RUN!" at the TV on several occasions (much to our embarrassment) – such is the tension it creates.

Boss battles have so far been a little frustrating. In order to do any real damage, a power-up move must be pulled off, requiring substantial time standing still, by which time you've been twatted by your opponent. Otherwise it's just a case of chipping away slowly until they go down. Which takes ages and gets dull very quickly. Still, there's plenty more to enjoy.

You'll love it because:
You're into having the pants scared off you.

You'll hate it because:
You've a delicate disposition.

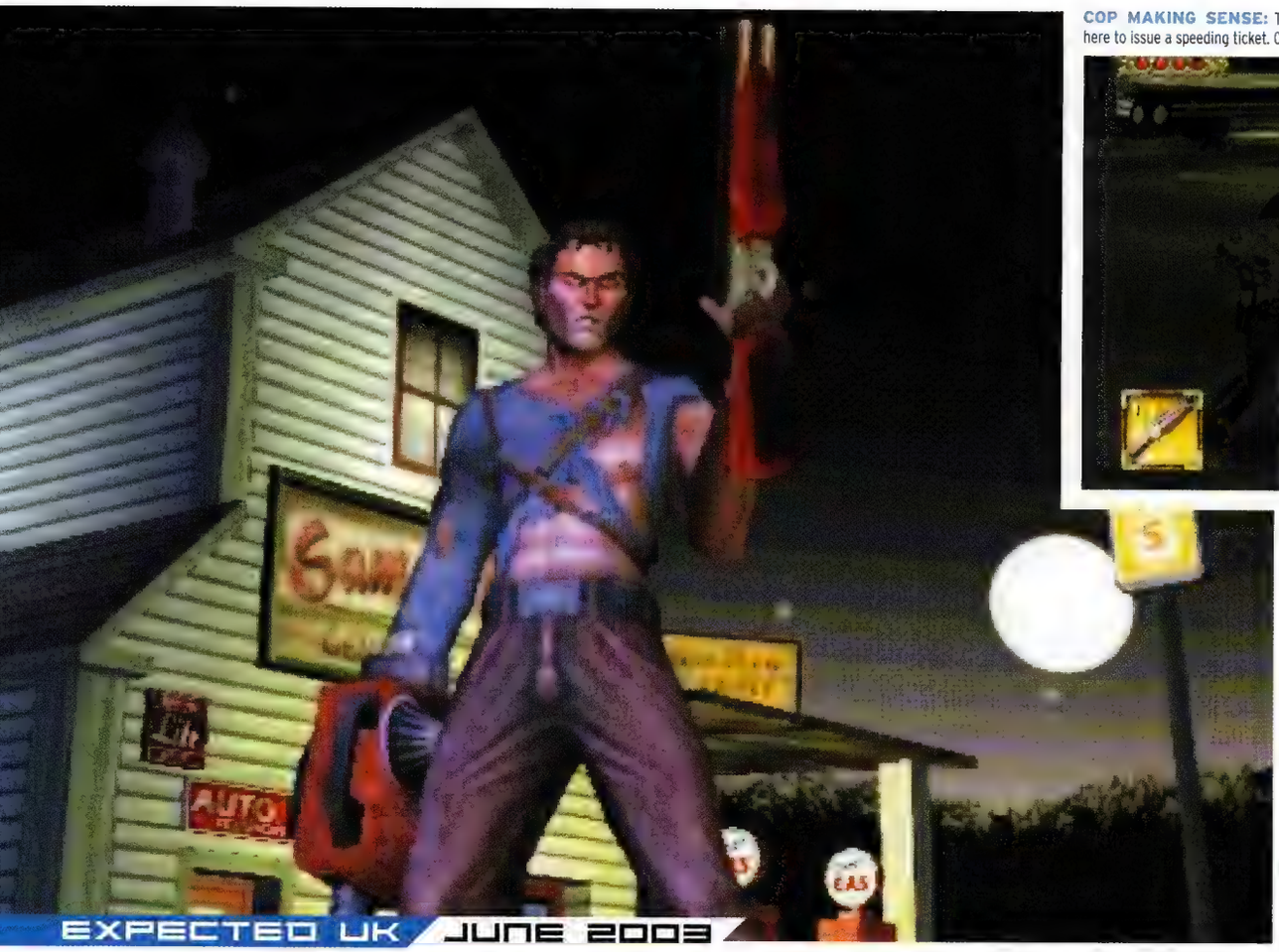


ORIGINALITY ★★★★
HANDLING ★★★
PRESENTATION ★★★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES
- Survival horror adventure replacing murder with screaming victims
- Evasion instead of confrontation
- Six Boss characters to avoid all
- Controllable multiple endings
- Expect more

WHERE IT'S AT...
- Released in Japan already, but no release date for UK/US yet



EXPECTED UK JUNE 2003

EVIL DEAD:

A FISTFUL OF BOOMSTICK

Ever wanted to bludgeon the dancing beasties in Michael Jackson's Thriller video with a heavy spade? Us too...

PSM2 FIRST PLAY

WHEN a bunch of corpses are raised from the dead most people run like hell, but there's one embittered man of action who just cocks his weapons and opens fire. Ash has slaughtered countless sarcasm-spitting zombies and faced the evil unleashed from the Book of the Dead, or Necronomicon, many times. He's the guy who leaves his mobile on at the cinema, beats traffic jams by hitting the hard shoulder and always gets the girl.

There's no way he'll be phased by even a whole bunch of ugly. And as the man himself would say: "Things just got way freakin' uglier..."

Fans of the cheeseball Evil Dead trilogy of tongue-in-cheek horror movies will already recognise the staples of this multiple man-slaughtering game from the screenshots. Ash's battle through blood-smattered badness is punctuated by more decapitations and disembowelments than the average raid by Genghis Khan. The key tools of torture are the hero's prosthetic chainsaw and, of course, the eponymous 'boomstick', or shotgun.

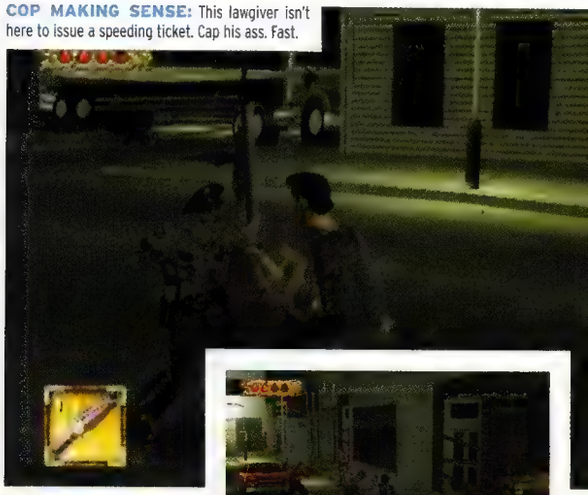
The game is all about getting into a ruckus with an army of undead warriors and things descend into a hooligan-style mass scrap, a fact explained by the developers' reliance on the engine behind the 100-at-a-time action of *State of Emergency*.

A *Fistful of Boomstick* ships with a recommended price of £29.99 and is bundled with the first movie in the saga, Evil Dead. Good news if you can't decide between a kebab and a taxi fare at closing time. **PSM2**

We'll review this before the stroke of midnight! Well, soon anyway.

DVD ACTION
Fancy a bit of zombie action? You're in luck – bung our DVD in your PS2 right now for a meaty chunk of flesh-gorging action.

"THE GAME IS ALL ABOUT GETTING INTO A RUCKUS WITH AN ARMY OF UNDEAD WARRIORS"

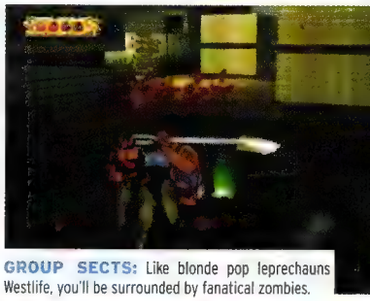


COP MAKING SENSE: This lawgiver isn't here to issue a speeding ticket. Cap his ass. Fast.

CHAIN SORE: Turn ex-human scumbags into piles of fetid limbs with a nifty double swoosh of your cutter.

BOOM TRICK

1 **One of Ash's key skills is his ability to use two weapons at once. Equip the shotgun as one of them and you'll be able to shoot in any direction without turning around. Soon you'll be cockily dispatching enemies directly behind you.**



GROUP SECTS: Like blonde pop leprechauns Westlife, you'll be surrounded by fanatical zombies.

HANDS-ON VERDICT

2 **Initially, there's no doubting the appeal of *Evil Dead*. The action is frenetic and immediate – and we were quickly surrounded by some rather hideous dribbling demons that seemed determined to lunch on our limbs. Cracking stuff. By being thrown in at the deep end we were soon instinctively lashing out to fell a string of zombified locals without breaking stride. Very satisfying.**

Even at this stage, although the game is clearly still in need of a few finishing touches and a bit of polish, the action can become repetitive. VIS have promised that the full code will have a change in scenery and a wider range of baddies, but the warning signs are here – if you fancy a solid couple of weeks of gaming, this may not be the answer.

You'll love it because...
The action is non-stop, as are the gags.

You'll hate it because...
The action is repetitive, as are the gags

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★

EVIL DEAD A FISTFUL OF BOOMSTICK

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

FORMULA FUN: The in-car view's by far the most gut-wrenchingly intense. Engage warp drive!

INDIANA GROANS: At such high speeds just clipping an opponent often results in a total wipeout.

OVAL AND OUT

1 There's a total of 14 races in the 2002 IndyCar season, and each of the speedways are faithfully re-created in the game. The most famous of these is the Indy 500, which is situated in Indianapolis, from which the series takes its name and in which notching up first place is considered the greatest prize in IndyCar racing.

EXPECTED UK JUNE 2003

INDYCAR SERIES

As gurning, mud-caked, whistle-blowing ravers once ranted: "This is hardcore."

PSM2 FIRST PLAY

INDYCAR, eh – don't you just love it? No? Ah well, that's because almost no-one this side of the Atlantic's ever heard of it. Stateside though, this motor sport league's big business, see – like the F1 of the US. With one glaring difference: All the tracks are oval, meaning the cars only ever turn left. Sounds thrilling don't it?

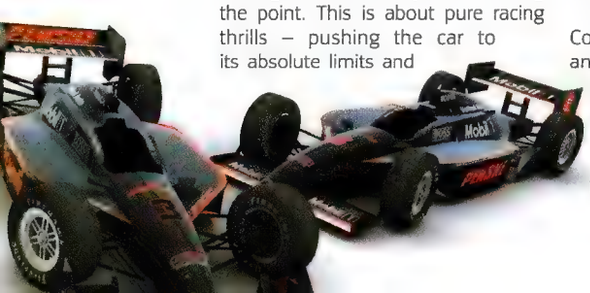
Surprisingly, there's more to it than that. No, *really*. For starters, the pace of the races are so quick, just keeping the car in one piece takes all your powers of concentration. Ignore the 'easy' setting: if you're playing with damage turned off you're missing the point. This is about pure racing thrills – pushing the car to its absolute limits and taking calculated risks to gain fractions of a second advantage in tightly knit adrenalin-fuelled races.

You'll soon begin to realise the intricacies involved. Slipstreaming cars, for example, is vital to successful overtaking, and altering the fuel mixture mid-race can give you the edge if well timed. Even under steer and over steer can be adjusted at will via a weight jacker, reducing the risk of tanking into a wall at 230 mph, which is something you *really* don't want to do when you're 199 laps into a 200 lap race.

It's engrossing stuff, but while Codies seem to have produced another promising racer, with real depth and strategy, the low profile of the sport in Europe, combined with its hard-as-nails nature, means it'll probably be overlooked by most. Review next issue. PSM2

IndyCar's out in June.

"STATESIDE, THIS MOTOR SPORT LEAGUE'S BIG BUSINESS, SEE – LIKE THE F1 OF THE US"



DVD ACTION

Make sure you come back next month for our exclusive review of this tough cookie in the mag and loads of footage on DVD #37.

HANDS-ON VERDICT

2 We were expecting to be bored within minutes, given that the game involves just driving round and round in bloody circles but happily, *IndyCar Series* has got a whole lot more tucked under its slim bonnet. The comprehensive tutorial mode takes you through everything you'll need to know to race your way to victory, though even that proved a challenge. There's a Quick Race option, but the real depth's in the IndyCar Series mode, which takes you through a full season of the league.

But one oval's much the same as another, right? Er... no, actually. Each has its own unique banking, bumps and curves and practicing each one's advised before the race day. You'd be surprised how much difference a slight variation in a curve can make when you're approaching it at over 200 mph...

You'll love it because...

You like your racing games fast and tough

You'll hate it because:

You can't be arsed to invest the time needed to master it.

ORIGINALITY ★★

HANDLING ★★★★

PRESENTATION ★★★★

INDYCAR SERIES

INFO

- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

looks likely

BLACK & BRUISED

WHEN LIFE KACKS YOU INTO A CORNER, COME OUT SWINGIN'.

Mickey McFist, an overboozing bar owner, has a passion for gambling – but hates paying back his bookie. Join Mickey and 18 other wacky, not-so-typical boxers as their storylines intertwine from one grueling, over-the-top slugfest to the next. But beware. What happens in their life affects their performance in the ring. And vice-versa.

"Only the most cold hearted of gamer will fail to be entertained" PSM2

Dozens of facial expressions and insults

Strategise using 18 different power-ups

24 combos per character

12+ www.pegi.info

PlayStation.2

BLACKANDBRUISED.COM

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There is only One

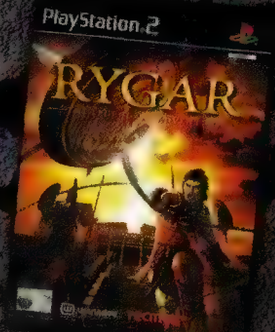
real

Rygar

...and it's not you

if you must prove your gladiatorial prowess...

...play the game



wanadoo TECMO PlayStation.2

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COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action Adventure AA	Platformer P
Action Beat 'em Up BE	Puzzle Pz
Action RPG Ar	Racing R
Beat 'em Up BE	RPG RPG
Board Game B	Sports S
First Person Shooter FPS	Survival Sim Sm
Flight Sim FS	Sports Sp
Misc M	Strategy Str

MAY 2003

BloodRayne	Vivendi	RPG
Club Football	Codem'ters	Sp
Def Jam Vendetta	TDK	Bt
Enter The Matrix	Atari	AA
IndyCar Series	Codem'ters	R
Moto GP3	Sony	R
NBA Street 2	EA	Sp
Pro Beach Soccer	Wanadoo	Sp
Return to Castle Wolfenstein	Activision	FPS
RTX Red Rock	Activision	AA
Shinobi	Sony	AA
Silent Hill 3	Konami	AA
SOCOM	Sony	AS
Speed Kings	Acclaim	R
Twisted Metal: Black Online	Sony	S
World Champ'ship Snooker 2003	Codem'ters	Sp
WWE Crush Hour	THQ	R

JUNE 2003

Black & Bruised	Vivendi	Bt
Dark Chronicle	Sony	RPG
Die Hard Vendetta	Vivendi	FPS
Dungeons & Dragons Heroes	Infogrames	AA
Evil Dead: Fistful of Boomstick	THQ	AA
F1 Career Challenge	EA	R
Freestyle: MX	Midway	Sp
Futurama	SCi	AA
Hulk, The	Vivendi	AA
Reel Fishing 3	Ubi Soft	Sp
Resident Evil: Dead Aim	Capcom	S
Starsky And Hutch	Empire	AA
Tennis Master Series	Vivendi	Sp
Tomb Raider: TAOD	Eidos	AA
Tribes Aerial Assault	Vivendi	FPS
Virtua Fighter 4: Evolution	Sega	Bt
Wakeboarding Unleashed	Activision	Sp
X-Files: Resist or Die	Vivendi	AA
XGRA	Acclaim	R

JULY 2003

Breath of Fire: Dragon Quarter	Capcom	RPG
Clock Tower 3	Capcom	AA

AUGUST 2003

Beach Volleyball	Acclaim	Sp
Great Escape, The	SCi	AA

LATE 2003

13	Ubi Soft	FPS
A Sound of Thunder	Bam!	AA
Akira Psycho Ball	Infogrames	Ar
Alter Echo	THQ	AA
Amplitude	Sony	B
Bad Boys 2	Empire	AA
Bruce Lee	Vivendi	Bt
Broken Sword: The Sleeping Dragon	THQ	AA
Bulletproof Monk	Empire	AA
Chaos Legion	Capcom	AA
Conflict: Desert Storm 2	SCi	AS
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
Deus Ex 2: Invisible War	Eidos	FPS
Dredd Vs Death	Vivendi	AA
ESPionage	Midway	AA
Final Fantasy 10-2	Sony	RPG
Finding Nemo	THQ	AA
Fire Warrior	THQ	FPS
Four Horsemen of the Apocalypse	3DO	AA
Freedom: Battle for Liberty Island	EA	FPS
Ghostmaster	Empire	AA
Gran Turismo 4	Sony	R
Jak 2: Renegade	Sony	P
Mercedes-Benz World Racing	TDK	R
Mission: Impossible 2	Infogrames	AA
Moji Ribbon	Sony	B
Nightmare Creatures 3	Konami	AA
Reel Fishing 3	Ubi Soft	Sp
Soul Calibur 2	EA	Bt
Sphinx	THQ	AA
Splashdown 2	THQ	R
SpyHunter 2	Midway	S
Suikoden 3	Konami	RPG
Tak and the Power of Juju	THQ	AA
This Is Football 2004	Sony	Sp
Tom Clancy's Raven Shield	Ubi Soft	AS
ZOE 2: The 2nd Runner	Konami	M

TO BE CONFIRMED...

A10 Warthog	tbc	FS
Alias	Acclaim	AA
Alien vs Predator: Extinction	EA	Str
Armored Core 3	Metro 3D	M
ATV Offroad Fury 2 Online	Sony	R
Backyard Wrestling	Eidos	Bt
Batman 2	Ubi Soft	AA
BattleBots	THQ	Bt
Blood: The Last Vampire	Sony	AA
Bomberman Kart	Konami	R
Bomberman Online	tbc	Pz
Breaker	Tecmo	FPS
Butterfly Table Tennis	Metro 3D	Sp
Capcom Fighting All-Stars	Capcom	Bt
Catan	Capcom	AA
Cauldron	TDK	AA
Celebrity Deathmatch	Take 2	Bt
Chariots: The First Olympics	Candella	R
Charlie's Angels	Ubi Soft	AA
Coaster Works 2	Xicat	Str
Conan: The Dark Axe	TDK	Bt
Conflict: Desert Sabre	SCi	AS
Colin McRae Rally 4	Codemasters	R
Colony Wars Online	Sony	S
Corvetta	TDK	R
Crank The Weasel	Midway	P
CSI: Crime Scene Investigation	Ubi Soft	AA
Cubix Showdown	3DO	M
Curse: The Eye of Isis	Wanadoo	AA
Cy Girls	Konami	AA
Daredevil	THQ	AA
Dead to Rights	Sony	AA
Death Crimson	Sammy	AA
Delta Force	Nova Logic	FPS
Destruction Derby Online Arena	Sony	R
Dinotopia	TDK	AA
Dinoz	Vivendi	Sp
Disney All Stars	Konami	Sp
Dog's Tale	Sony	P
Dragon's Lair 3D	THQ	AA
Driver 3	Infogrames	R
Dual Hearts	Konami	Sp
Duke Nukem Forever	Take 2	FPS
Engalus	tbc	AA
Everquest Online Adventures	Sony	RPG
Falcone	Virgin	FPS
Face Off	Cryo	AA
Final Fantasy 11	Sony	RPG
Final Fantasy 12	Sony	RPG
Forever Kingdom: Evergrace 2	tbc	RPG
Freaky Flyers	Midway	FS
Fugitive Hunter	Infogrames	AA
Full Throttle 2	Activision	RPG
G-Police Online	Sony	FS
Ghosthunter	Sony	AA
Gladius	Activision	RPG
Good Cop, Bad Cop	Revolution	AA
Gremlins	LSP	P
GT Racing	Midas	R
H2Overdrive	Ubi Soft	R
Hardware: Online Arena	Sony	S
Harvest Moon: Save the Homeland	tbc	RPG
Haunted Mansion, The	TDKi	AA
Heaven and Hell	CDV	Sm
Hot Wheels	THQ	R
I, Gladiator	Acclaim	AA
Ice Nine	Bam!	FPS
Ico 2	Sony	AA
Inspector Gadget	LSP	P
Isle of Man TT	Codemasters	R
Jacked	3DO	AA
K-Project	Sony	AA
Kengo 2: Bushido Master	Ubi Soft	AA
Knights Of The Temple	TDK	AA
Lego Galidor	EA	AA
LMA Manager 2004	Codemasters	Sp
Looney Tunes: Back In Action	EA	AA
Lost, The	Ubi Soft	AA
Medal Of Honor: Rising Sun	EA	FPS
MLB Slugfest	Midway	Bt
Monster Rancher 3	Tecmo	AS
Myst 3	Ubi Soft	Pz
My Street	Sony	Pz
NASCAR Thunder	EA	R
Nickelodeon Party Blast	Infogrames	Pz
Nobunaga's Ambition Online	Koei	Str
Okage: Shadow King	Sony	RPG
One Must Fall: Battlegrounds	tbc	Bt
Onimusha 3	Capcom	AA
Outlaw Volleyball	TDK	Sp
PaRappa the Rapper 3	Sony	B
Pillage	Zed Two	AS
Planetside	Sony	FPS
Pop Idol	Codemasters	B
Project BG & E	Ubi Soft	AA
Red Dead Revolver	Capcom	S
Resident Evil Online	Capcom	AA
Richard Burns Rally	SCi	R
Risk	Infogrames	Pz
Robin Hood: Defender of the Crown	tbc	AA
Rubu Tribe	Interplay	AA
Samurai Jack	Bam!	P
Savage Skies	LSP	FS
Sega Seabass Fishing Duel	Acclaim	Sp
Shining Lore	Phantagram	RPG
Shoot to Kill	Codem'ters	FPS
Sim City 4	EA	S
Skate or Die	EA	Sp
Smash Cars Racing	Metro 3D	R
Smuggler's Run 3	Take 2	R
Snowboard Heaven	Capcom	Sp
SSX3	EA	R
Starcraft: Ghost	Vivendi	FPS
Star Ocean 3: Till the End of Time	tbc	RPG
Star Trek: Shattered Universe	TDK	S
Star Wars Galaxies	Activision	RPG
Stung	tbc	AA
Street Lethal	Activision	AA
Street Racing Syndicate	3DO	R
Super Bust-a-Move 2	Ubi Soft	Pz
SWAT: Urban Justice	Vivendi	AS
Syphon Filter Online	Sony	AA
Tales of Destiny 2	tbc	RPG
Terminator 3	Infogrames	AA
Templar	TDK	AA
Thunderbirds	SCi	AA
Tiger Woods PGA Tour 2004	EA	Sp
Titanium Angel	SCi	AA
Transformers	tbc	M
True Crime	Activision	AA
Urban Freestyle Soccer	Acclaim	Sp
Venus and Braves	Capcom	RPG
Virtual-on Marz	Sony	M
Voodoo Islands	Koch	AA
Wheel of Fortune	Infogrames	Pz
Wizardry	Ubi Soft	RPG
World Rally Championship Online	Sony	R
Worms 3	Ubi Soft	Pz
Wrath	Activision	AA
Xenosaga	Sony	RPG

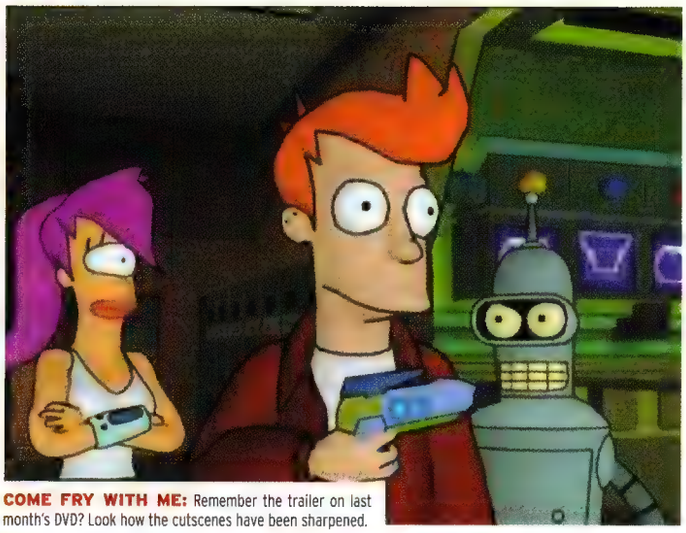
Incoming is your complete guide to the future for your PS2. The release dates are correct as we went to press. This listing is updated every issue – please don't give us a hard time about slippage, canning and alterations.

FACT BLAST 1

Futurama started life as a point-and-click adventure in the mould of PC classic *Sam and Max*, but was rejected by Fox for lacking pick-up-and-play appeal. Suitably worried, UDS pieced together a rough 3D action prototype in only eight weeks, which got the big thumbs up.

"IT'S LIKE PLAYING A BROADCAST QUALITY EPISODE." PSM2#35 *

* Naturally, if the game's rubbish, you didn't hear nothing, right?



COME FRY WITH ME: Remember the trailer on last month's DVD? Look how the cutscenes have been sharpened.

FEE, FRY, FOE, THUMB: You can interact with almost all of the scenery - vital to find hidden objects.

FUTURAMA

How a Simpsons scriptwriter and 40 Swedes are forging the funniest game in history.

OK, picture the scene. We're sat in this big room in Sweden and the UDS development team are just glowering at us, waiting to brandish their tickle sticks if we don't start laughing. Product Manager Andrew Forrest is giving us this preamble about how Simpsons scriptwriter J Stewart Burns is billing *Futurama*: The Game as the 'lost episode', and how Matt Groening's been involved and how it's so funny and... blah, blah, blah... But we're worried. All licensed games are rubbish, right?

Wrong. The game clicks into action. As the intro movie unfolds, a few Dutch journalists start to snigger and we just sit there, our lips quivering in understated acknowledgement. We're Brits after all. Suddenly Bender – the robot who bends things – quips "That Bends" and we start to splutter. It's childish, but we can't contain ourselves. Fry burps the alphabet. Farnsworth tells him off. Fry burps "yes sir". We're laughing like drains.

FRY ME TO THE MOON: After a mangling from a sewer beast, you'll need to drink Slurm to recover energy.

OK, get a grip. It's only the intro. The game's rubbish, right? Wrong. The jokes flow thick and fast. Bender hides in the toilet with a copy of Fembot. Hermes lolls at his desk under the influence of a brainslug. Fry's locker contains mouldy pizza, but Zoidberg's locker – get this – contains... no wait, this is brilliant... a skeleton. *Skeleton*! Phhht! Hooo! Skele... Ho ho ho!... <phhrrt>... ahem. You, er, have to watch the show, OK? Zoidberg? Funny guy? Looks like a lobster? Um... you had to be there.

That's the problem with *Futurama*. It's all about the timing, the sight gags, the quips, the... well, everything you can't describe without *actually* being there. Honestly, we tried. When we got back to the office, we spent an hour trying to explain why it was funny. We worked hard – adopting comic accents, waving our arms and jumping up and down. We failed miserably. After a long pause, Dan G pipes... "Yes, but the game's rubbish, right?"

We rang SCi to settle this once and for all. We agreed to borrow the code under lock and key to prove everyone wrong. We scoured every level, with every playable character – Bender, Fry, Leela and (shhh) Zoidberg – looking for hidden gags and in-jokes. More than anything, we wanted to check if the game was actually *good*. After the abomination of *Simpsons Skateboarding*, *Simpsons Wrestling*, *Simpsons*... well, *any* game associated to Matt Groening, we had to be sure.

Naturally, we've already spoiled the game by saying it's funny. And we're about to spoil it even further by showing you some of the best jokes, but, hey, that's the Catch 22 situation we're in. Sadly, there's a pretty major caveat, but we'll save that for over the page... ▶

FUTURAMA

"HA! HA! HA!"

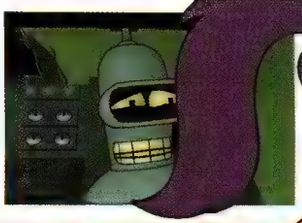
FACT BLAST 2

Veteran Futurama scriptwriter J Stewart Burns won an Emmy (pseudo-respectable US entertainment award) for his work on the episode 'Roswell that ends well'. He met with the UDS team for three hours to discuss ideas, before delivering a *huge* script, which had to be trimmed to almost a third.

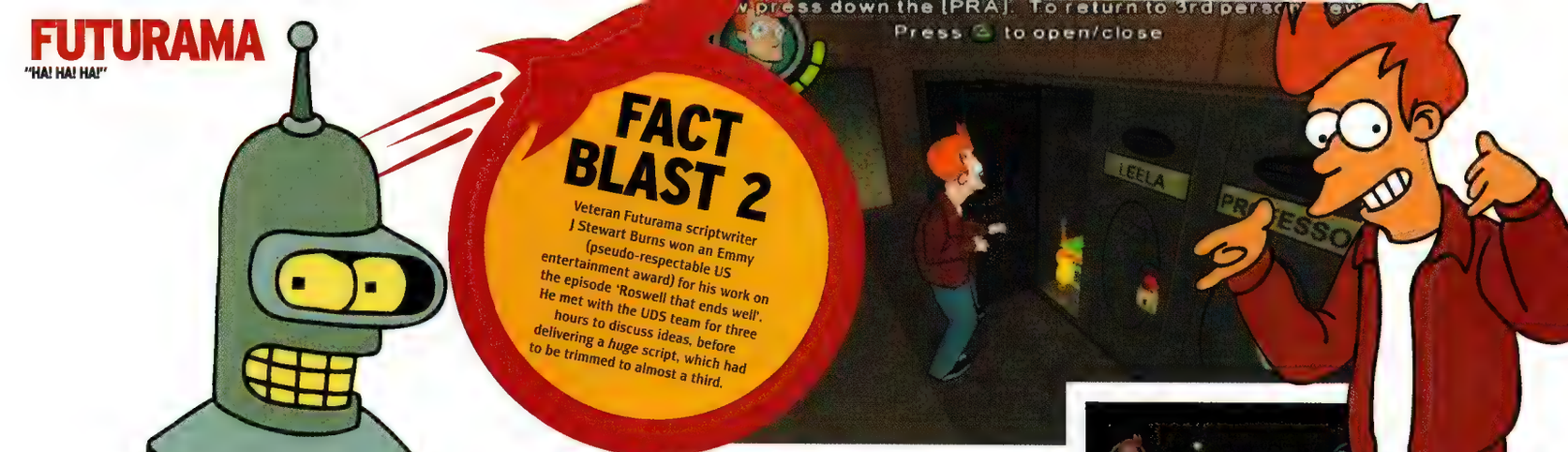
BENDER

Bender's a bit like Homer Simpson. The belligerent bit. His sensitive comments include, "This crystal has the power to heal... my empty wallet HA! HA! HA!" Bender's section is a platformer, with a tricky into-the-screen minigame where you flee from a rolling boulder. Bender can perform spinning attacks (□) shoulder charges (⊗) and jump on heads like Mario. Naturally, he needs beer to stop himself from rusting. Now try running *that* past your ladyfriend next time you roll in late...

HARD CEL: Bender's section is reflex intensive.

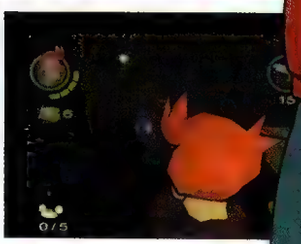


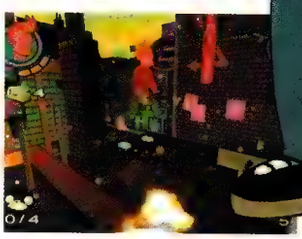
LIVING IN SPIN: Bender's attacks are all close range - leading to some tricky detection issues.



FRY

Fry's a bit like Homer Simpson. The stupid bit. In one episode, Fry acquires a parasitical brain slug, which dies from starvation. His section begins in Planet Express, as he toodles about in a barely disguised Training mode – "What is this? A tutorial mode?" quips Fry – collecting tools for the professor. As the plot progresses, he moves from the Sewers to the Red Light District to New New York. Fry's section is a third-person action adventure, with lots of shooting and a couple of gentle puzzles. For example, in one area, Fry has to replicate a tune using some musical bar pumps (you'll, er, have to see it) to unlock a secret room. "I'm richer than the Pope" cries Fry, as he collects another shiny coin. Fool.

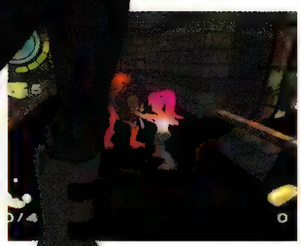




EYE ON LIFE: Leela has to tackle the renegade sun god on her own, when Fry beats a hasty retreat to the ship.

MR LAVA MAN: Sod Venice, skeletal barge attendants also operate on the sun - because they *would*, right?

PULL THE OTHER ONE: Go on, really. Leela's got to solve a number of basic logic sequences to progress.



LEELA

The universe's only cycloptic sex symbol and master of martial arts. Leela's section is a wafer-deep beat-em-up with gentle platforming and basic puzzles – possibly the weakest of the playable characters. On the – literally – bright side, her level takes place on the beau'diful holiday planet of, um, the sun, with some amazingly self-aware skeleton guards and quivering disciples. Sadly, her range of punches and kicks are weedy, with poor collision detection and lock-on abilities.

PINCER DARKNESS: Zoidberg's bit is a real highlight, until, um, you start to play - talk about old-school.

ZOIDBERG

"It's me, Zoidberg". Oh, yes. There he is – hiding on the furthest corner on the universe. You don't get to play as Zoidberg until the end of the game, and even then, only in a disappointing – and insanely hard – minigame. Ol' pincer maws sits atop a swamp beast and has to hurdle his way through a scrolling swamp. Problem is, the jumps are *so* unforgiving, you may as well be playing *Dragon's Lair*. Jump. Left. Right. Jump. *Jump*, JUMP – it's enough to drive you mad. Worse, some of the restart points currently drop you inches in front of a hurdle, leaving you microseconds to react. Duh – this better change. Or else.

TRI AS WE MIGHT: We can't think of anything as remotely funny as this advert, so let's pad some space un...

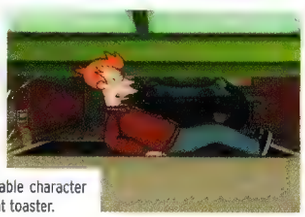
AD ENOUGH?

The UDS folk aren't cutting corners – even the loading screens are a source of mirth. Fans will be delighted by a fleeting appearance from Zapp Brannigan and ads for robo soap 'All My Circuits'. As for the 'Tri-Curious' ad... we were still giggling hours later.

ZAPP OF HONOUR: Sadly, everyone's favourite bravado-fuelled incompetent only appears briefly.

THE REANIMATOR

No, that's not PS3 <cough>, but the reanimator – a toaster-shaped device for bringing playable characters back to life. *Futurama* makes countless self-aware references – "In your face, non-playable characters" quips Leela at the start of her section – before solemnly dragging the toaster into battle.

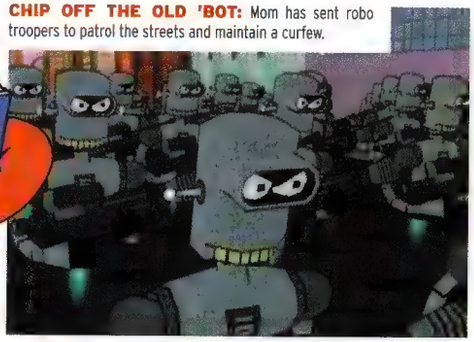


OVEN BAKE AND FRY: When a playable character bites the dust, they're reincarnated atop a giant toaster.

THE PLOT

Sadly, you won't meet Zapp Brannigan or Kiff – boo – but the script's easily up to the standards of the show, with a cute 'ah, of course' circular plot-line. Professor Farnsworth has sold Planet Express to evil entrepreneur Mom, giving her 50% ownership of the Earth. Her first move, natch, is to enslave humanity and flood the streets with robot death troopers. Her next move is to turn the Earth into a giant warship and take over the universe, which, as we suspected, is the way capitalism's always been heading. Our heroes need to fix their battered ship – you'll see – before setting off on a galactic crusade, hopping from the surface of the sun to the corner of the universe, before a climactic showdown with Mom.

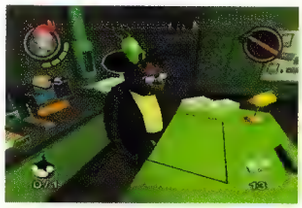
CHIP OFF THE OLD 'BOT: Mom has sent robo troopers to patrol the streets and maintain a curfew.

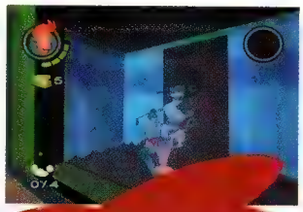


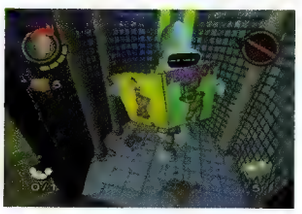
GREEN AND BEAR IT: The ship needs to be repaired before you can jet off and save the human race - typical.

DID YOU SEE THAT?

The game's littered with in-jokes and throwaway gags for fans. We've pulled out some examples, but how many will you be able to spot in the finished game?







FACT BLAST 3

All the voice actors have been drafted in, including Billy West (Fry, Zoidberg, Zapp Brannigan), Katey Sagal (Leela) and John DiMaggio (Bender) – and all the European voice actors have been used as well. Groening was involved in development, relying on feedback from his game-mad kids.

WHY CANCEL THE TV SERIES?

Officially, Fox haven't ordered the production of any more Futurama episodes – ie, they've cancelled it. Why? The series never really took off in the States, not compared with The Simpsons. Futurama was shown on Sunday night, right after the NFL, but kept being shifted when games ran over. Nobody really knew when the programme would be on and audiences fell. With so many unshown episodes, Fox are happy to work through the back catalogue rather than order more. When news spread, an Internet petition started, gaining over 150,000 signatures. To register your disgust at the cancellation of a show that was – at its peak – *way* funnier than The Simpsons (especially the dire series 12), visit http://www.gotfuturama.com/cancelled/

PSM2 RECKONS

The warrior's apprenticeship is over.
Heads will roll. Limbs will fly. Blood will splatter.

uk.playstation.com
www.kri-game.com

Innovative combat system enables fighting of multiple opponents simultaneously.

Murderously brutal weapons offer a range of unique finishing moves.

Strategic collaboration between Rau the Barbarian and his spiritual guide Kuzo provides a crucial upper hand.

Stealth and cunning can snap spines and open throats without the need for a fight.

Culturally diverse environments provide backdrop for epic encounters.

PlayStation 2

THE BRUTAL PLACE THE BLOODY PLACE THE BARBARIC PLACE THE THIRD PLACE

EYE LOVE YOU

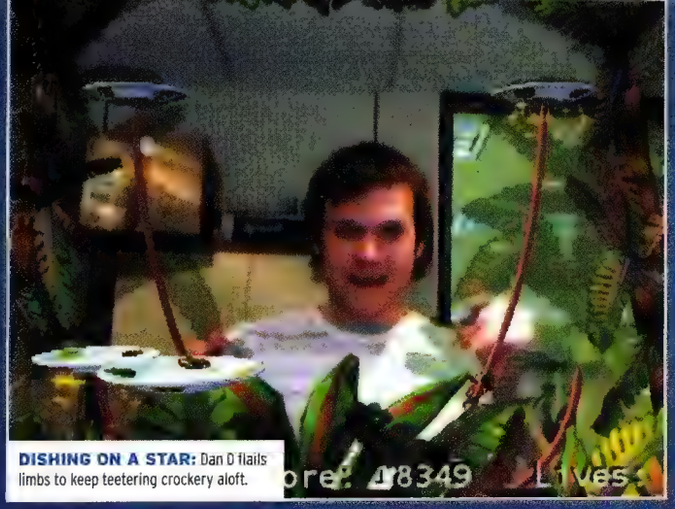
DVD ACTION
Check this month's Accelerator section for exclusive video footage of the PSM2 team in action. Jeeesus what a bunch of muppets.

It's the PS2 mini-miracle that promises more jumping around than a House of Pain gig. What's on the telly tonight? You are...

No-one likes to look foolish. No-one. Not even fools. But there are certain times when a little baboonery is excusable. Being forced to mime Planet of the Apes when playing charades for example. Or while goading the residents of Monkey World.

Or perhaps after taking possession of Sony's new Eye Toy. Yes, Sony have officially gone 'new hardware mental', releasing not only the Network Adaptor, the upcoming hard drive, but also this amazing new combination of hard and software designed to give your thumbs a rest and finally get you up off of that chaise longue and get some blood pumping through the rest of you body.

And it'll only cost you 40 notes to get involved, that cash bagging you all you need to begin prancing, nodding and generally making a an utter Benson out of yourself in front of the TV.

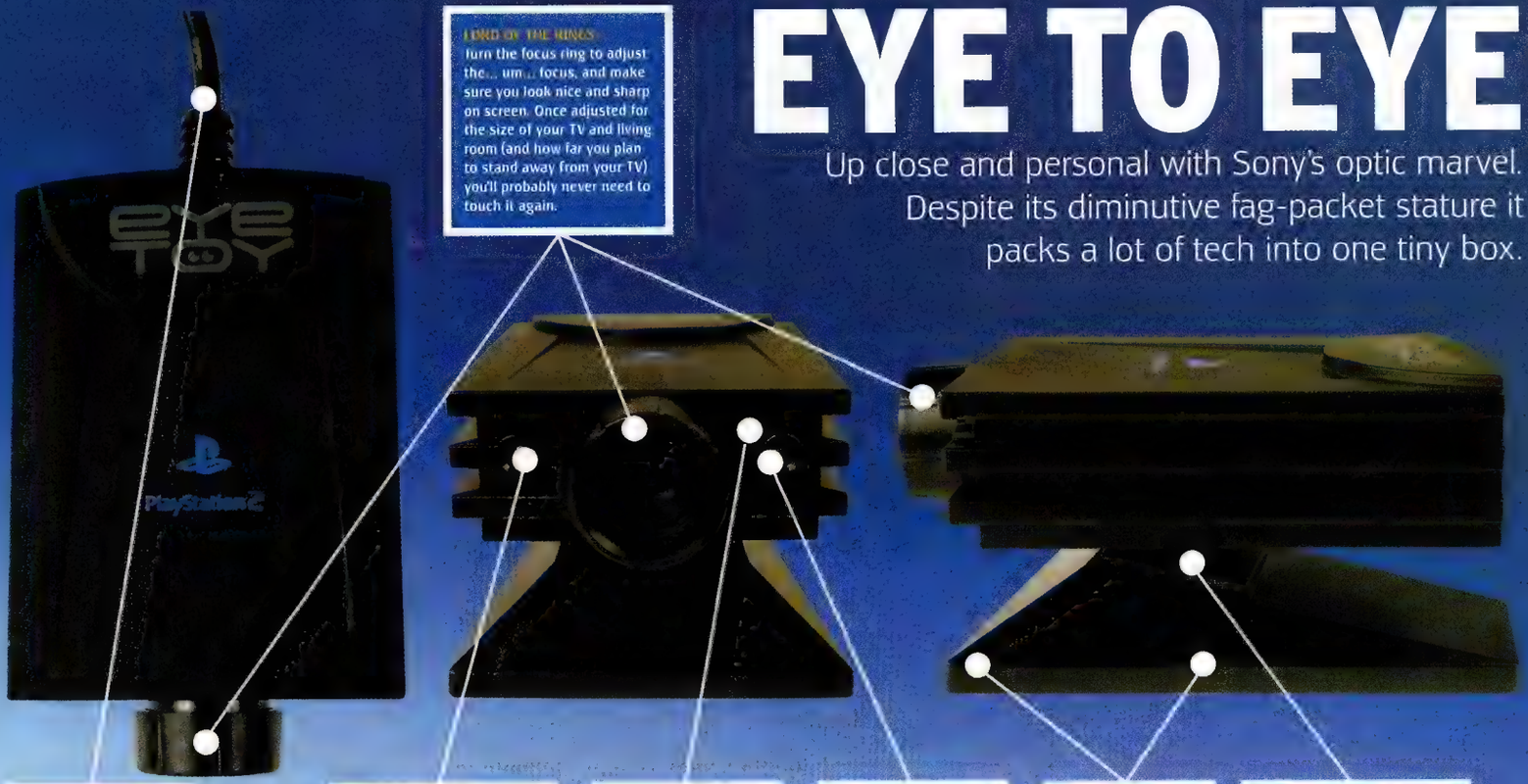


DISHING ON A STAR: Dan D flails limbs to keep teetering crockery aloft.

STUPID VIDIOT: Sorry ladies, he's taken. You too can look this bad.

EYE TO EYE

Up close and personal with Sony's optic marvel. Despite its diminutive fag-packet stature it packs a lot of tech into one tiny box.



LORD OF THE RINGS: Turn the focus ring to adjust the... um... focus, and make sure you look nice and sharp on screen. Once adjusted for the size of your TV and living room (and how far you plan to stand away from your TV) you'll probably never need to touch it again.

USB ME UP SCOTTY: There's just one connection to make. Plug the wire into one of your PS2's two USB ports. Either will do so, hey, knock yourself out.

RED LIGHT DISTRICT: Get too close to the Eye Toy and this red light flashes, politely informing you that, yes, you're too close. Also, placing your hand over the lens (causing a total screen blackout and the red light to flash) will reset the current mode or game. Neat-o.

MIC READ: There's a microphone built into the Eye Toy. While only the Video Messaging on *Play* uses it at the mo, there's loads of other tasks that it can do.

FLASHING BLUE LIGHT: OK, so it doesn't actually flash – this is the power light. Plug the camera into your PS2 and this blings into life.

BASE FOR YOUR FACE: This triangular base comes with three sturdy rubber feet to prevent the camera from slips.

STAND BY ME: This adjustable stand allows you to tilt and turn the camera to ensure that you're centre stage on the screen at all times. Some games will require the camera to be readjusted, as you must occupy a different area of the screen to play.

EYE CARUMBA!

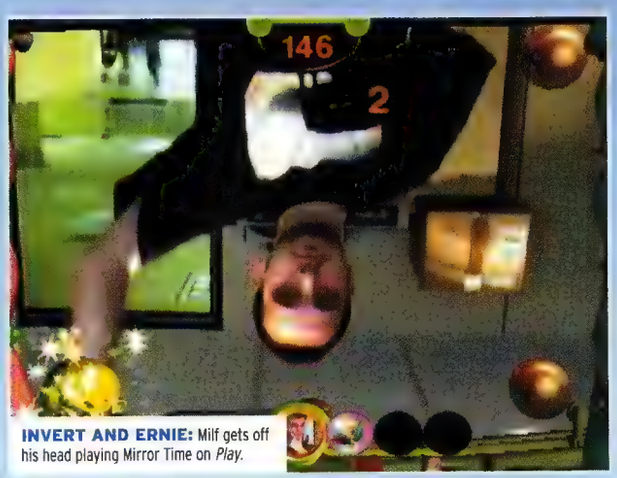
Eye Toy is – quite literally – a game of two halves...

It's a two-part package. The most interesting part being the sleek digital camera that comes in the pack. This features the Eye Toy and PS2 logo but is pretty much the same as any USB 'webcam'.

The second, less interesting, but ultimately vital part is the Eye Toy: *Play* disc that contains the games and applications that use the camera. Plug in the camera and load her up and you're away.

Using the 'Toy is as simple as putting it on the top of your TV and plugging it into your PS2. *Play* kicks off with an options screen featuring the view from the camera as the backdrop. Let's face it, you never tire from seeing yourself on the TV so it's quite possible you'll waste an hour just pulling faces and putting the camera up your trouser leg. However it's the games and gadgets that you're really here for...

"YOU'LL WASTE AN HOUR PULLING FACES AND PUTTING IT UP YOUR TROUSER LEG"



INVERT AND ERNIE: Milf gets off his head playing Mirror Time on *Play*.

THE GAMES

There are an impressively varied 12 games on the *Play* disc and each requires a subtly different waving/jumping/arsing about technique...

1) BEAT FREAK

Move your hands to the four corners of the screen, timing your palm thrusts to coincide with the arrival of CDs flying from the centre of the screen.

TW@T RATING

The thrusting 'big fish, little fish, cardboard box' hand posturing makes you look like you're off your box on Toilet Duck.

2) KUNG FOO

Swat away attacking mini Ninjas coming at you from four different levels. If they hit you it's a life lost.

TW@T RATING

You'll move like a very meat puppet, as the spirit of Bruce Lee tugs your limbs into pleasingly aggressive punches and jabs.

3) WISHY WASHI

Clean a suds-ed-up TV screen with movements of your arms, head and body. The more windows you clean in the time limit, the bigger your score.

TW@T RATING

Turning sideways and marching repeatedly backwards and forwards is a fantastic – if disturbing – cleaning technique.

4) KEEP UPS

Position yourself at the base of the screen, then use your head, shoulders and (if you *must* cheat) your hands to keep the ball aloft.

TW@T RATING

Perhaps the worst offender of the lot. First you squat, arms rigid, then you thrust upwards – looking very gormless.

5) BOXING CHUMP

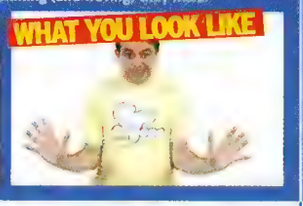
Turn side-on to the screen and beat the crap out of a robotic opponent. He responds to body and head hits and you can dodge and block his punches.

TW@T RATING

Surprisingly mild on the lunacy front, this one, as you actually look like you're beating someone up. Genuinely frightening.

6) UFO JUGGLER

Wave your hand over the UFOs emerging from the two launch pads and set them spinning. The bigger the UFO the more spinning (and waving) they need.

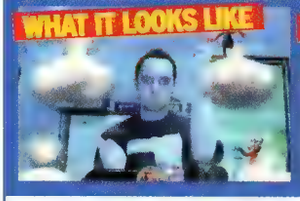


TW@T RATING

Hopping from foot to foot and waving like a juiced-up seal. After half an hour you'll feel shearing your hands clean off at the wrists.

7) SLAP STREAM

Slap the rats on clouds while avoiding the two girls dressed as rabbits. A simple game that requires rapid precise movements and an agile brain.



TW@T RATING

Makes you look like you're about to explode while semaphoring the words "Care in the Community".

8) PLATE SPINNER

Keep four plates balanced by spinning them at the optimum speed. And watch out for attacking monkeys that are bent on smashing your crockery.

TW@T RATING

More wrist-shattering flapping about plus spasmodic arm jabs. Makes you look like you're trying to escape the 'special bus'.

9) BOOGIE DOWN

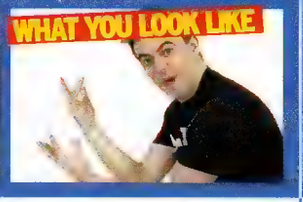
Mirror the actions of the on-screen dancing queen as she points at stage lights around the stage. Simple and easy to be very good at.

TW@T RATING

Makes you look less like John Travolta and more like John the Baptist – as he helps to park a large aircraft, that is.

10) GHOST CATCHER

Chase ghosts around the screen and worry them sufficiently to make them explode. Every time a ghost escapes the top of the screen you lose a life.

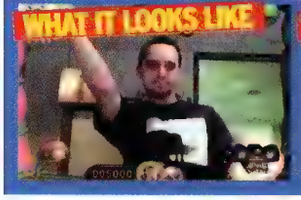


TW@T RATING

The most successful technique is to turn sideways and wiggle the fingers over the ghosts. As if groping an invisible flying arse.

11) MIRROR TIME

Reach to the four corners of the screen to touch the green gel icons but avoid the red bombs. Beware though, the screen flips and mirrors at random.



TW@T RATING

Most of the time you're scarcely motionless before reaching out screen as if wriggling free from a barbed wire sleeping bag.

12) ROCKET RUMBLE

Possibly the most complex and clever 'game' of the lot. Touch identically coloured fireworks to chain them together and ignite them – like a mini virtual Fantavision.

TW@T RATING

Slow motion, arms aloft – as if bigging up a non-existent DJ. Like being at a rave inside a transparent vat of treacle.

THE PLAYROOM

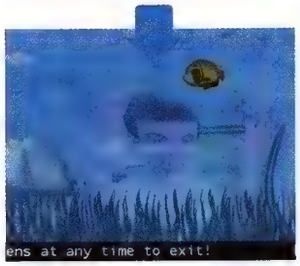
The Playroom houses 12 'fun' camera tricks...

1) SPARKLES

The Playroom effects are unlocked through success in the 12 games. The first is this cascade of sparkles that are drawn around the edges of anything that moves.

2) UNDERWATER

The second effect puts you underwater, bending your image like you're in a fish tank. And – best of all – you can tease and chase the fish around. Most impressive.

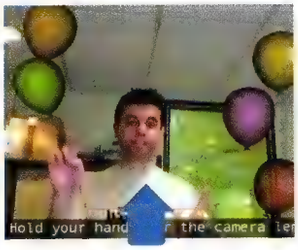


3) BUBBLES

Large bubbles are dropped from the top of the screen, each carrying a live image of you inside. As you move and bust the bubbles, smaller ones are released.

6) BEES

One of our favourites, this. The bees swarm around movement on-screen. Leave the screen and they return to their hive. Come back, and they'll attack you.



5) BALLOONS

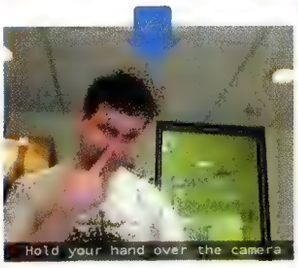
Balloons of many colours drift on to the screen and can be pinged and prodded around. Catch one between your hands and you can even crush and pop it.

4) LEAVES

Huge 3D leaves drop from above and can be batted about and deflected by the rapid flappings of the deluged player. A bit rubbish, if truth be told.

7) MATERIALISE

When you're still, you appear as a solid image. However, move suddenly and you'll disappear – only 'rematerialising' once you stop moving. Very clever, if a bit pointless.

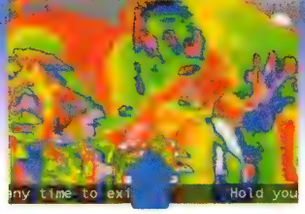


8) SNOW

Exactly the same as Leaves but with – yes – snowflakes. It's possible to make air currents through flapping, but, sadly, the snow doesn't gather at the bottom.

9) SPIDERS

Veeery cunning, this. The spiders will crawl around looking for you. They then stick to you but can be pushed and shoved around the screen as you try to get them off you.



13) RAINBOW

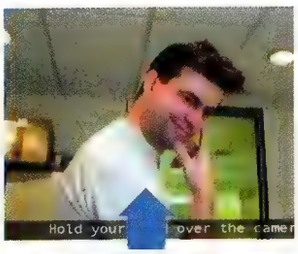
Movement produces colour. Wave your arms and they'll leave a 1970's Top of the Pops-style rainbow in their wake. Ideal if you're re-enacting Bohemian Rhapsody.

12) MIRRORS

First of all the screen flips around, side to side and upside down. Then it slowly bends and warps the picture like an old fashioned hall of mirrors. Freaky.

11) NERVOUS

You appear on-screen as normal but movements produce a juddering effect as the 'Toy plays back the live image intercut with frames from a few seconds earlier.



10) COPYCAT

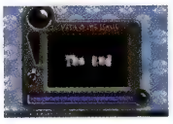
The simplest of all. A simple time delay means that everything you do is played back a second later, giving the impression that the freak on screen is copying you.

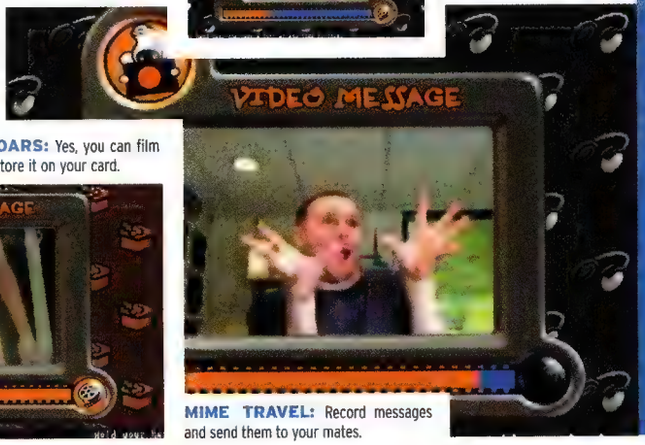
VIDEO MESSAGING

Record your own 60-second-long Scorsese-besting epic.

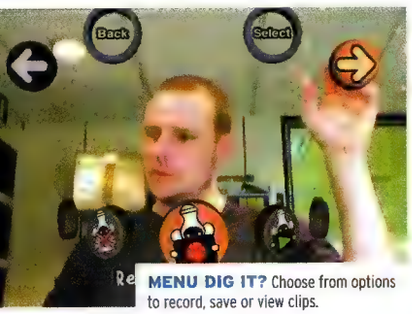
Choose your duration, from ten seconds up to a minute, press record, then mime, dance and speak your mouth off. Your movie can then be played back and saved to memory card. Just imagine: leave messages for your mates on your PS2. Or – slightly preposterously – send movies of yourself (on PS2 memory card) to friends and potential suitors.

It's fun for, ooh, minutes – and a 60-second clip takes up a whole memory card – but this is just the first 'foot in the door' of potential Eye Toy applications.

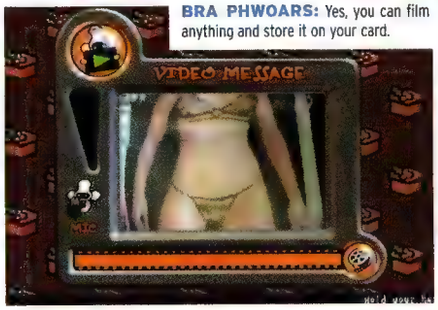




MIME TRAVEL: Record messages and send them to your mates.



MENU DIG IT? Choose from options to record, save or view clips.



BRA PHWOARS: Yes, you can film anything and store it on your card.

EYE TOY 2

The first in-pack disc is titled Play thanks to the many toys and games on board. However, later disc releases for the Eye Toy camera may have more serious applications. Anyone for Eye Toy: Communicate, or Eye Toy: Video Studio?

Sony have already spoken about the combination of Network Adaptor and Eye Toy (and hard drive) allowing you to use your PS2 in entirely new ways, so here's what we reckon you'll be doing via your PS2 and telly soon – you can bet that Eye'll be back...

CHAT: Call your mates up through their PS2 and have a chat face-to-face. The age of the videophone is upon us at last.

FACIAL AWARENESS: See who you're talking to with action-packed link-up.

COMPETE: See your comrades and enemies on screen as you play multiplayer network games. *SOCOM*'s voice headset was just the beginning.

SAMANTHA BOX: Own your own Samantha Fox box.

EDIT: Make your own movies, edit them and store them to hard drive. You're going to need the mother of all power leads if you plan to film outside, however.

BRICK ASTLEY: Awkward factory workers appear in your PS2's drive.

DIGITISE: Take a shot of your face, edit it (perhaps adding a moustache) and save it to your card. Now games with the Eye Toy: Face™ feature will retrieve this file and map it on to the game hero's head. We shit you not.

PHONEY HAWKS: Games could automatically link to a fictitious

PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

"ALRIGHT MATE. HOW'S IT GOING? HOW'S LIFE TREATING YOU ON... ON... WHO ARE YOU AGAIN?"

Not many people know this. The videogames world consists of about 500 people. The most important of which work on this very magazine. You could put all of us on one (all expenses paid) cruise, nuke it, and take out the entire recreation of 'videogames' and all associated leisure pursuits with one controlled blast. Konami, EA, Shatolasoft – all vapourised.

And we all know each other. Ted from Activision, Ron from Acclaim. Industry get togethers (of which there are around five a year) are like 1982 class reunions. Who's got fatter, who's got the best made-up job title / car / haircut. And you get to meet all the people from the other (rubbish) mags that you've been deriding all year.

And there's an industry magazine for us that reads like The Little Snotwitch Townswomen's Gazette. Lots of pics of Kevin Nuts, the Liaison Executive for SNATCH media after winning the hard-fought GameSpanker™ contract...

Look, we like these people. We could fill pages with thank you's and respeks to our friends 'in the industry' but we never let our friendship come between us and a brutal review score. And that's what makes PSM2 different and great.

And if that means that Lance Munk of Furburger hates us then – frankly – sod him. 'Enjoy...'

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

レビュー

REVIEWERS

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

SPECIALIST IN: Football and pre-E3 newshounding
HAVING FUN WITH: 15 squillion screenshots

The UK's most famous videogames journalist has been spotted in the street again this month! Perhaps the fact that he was stark bollock naked and painted blue had something to do with it.

SPECIALIST IN: Diseases of the beak and claw
HAVING FUN WITH: Def Jam, Wicked Preserve

"Isn't telly rubbish these days? Rubbish!" cried new boy Russell. "It's always the same old thing every night. Boring. BORING!" Russell, you've been watching the radio again haven't you? "Ahh...".

SPECIALIST IN: WD40, sprockets
HAVING FUN WITH: RPGs unplayed by any other human

Jonnie recently replaced himself with a robot he's fashioned from string and Scotchguard. And he would have got away with it too had his clone not been overly generous with the biscuits.

SPECIALIST IN: Kicking games to death
HAVING FUN WITH: Mary-Kate, Ashley

It's hard to believe that Dave isn't human. Look at him. He's so realistic! If only he could iron his shirts and wash his hair. Keep your eye's peeled for Dave V2.0 coming soon.

SPECIALIST IN: Fighting, annoying people
HAVING FUN WITH: Heihachi's nutbag

Joel's book is coming along just great. Last week he sharpened his pencils *just right* and finally selected the *perfect* screen-saver. Yes, at this rate Tolstoy must be quaking in his smock.

SPECIALIST IN: Popcorn, snogging
HAVING FUN WITH: Amateur pornography

Rumour has it that, on a recent interview jaunt, James taught Samuel L Jackson how to swear. Yes, Sam hasn't looked back after James first suggested he combine 'Mother' with 'freaker'.

SPECIALIST IN: Dancin' 'til the break-a-dawn
HAVING FUN WITH: Games of budget price and quality

Need a review quickly? Ryan's your man. 853 new screens of Enter the Matrix need fitting on two pages? Right you are. Unfortunately our 'turn lead into gold' and 'make me irresistible to women' are yet to be met.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch...

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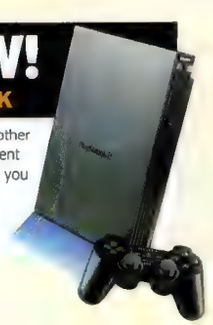

›THE DEFINITIVE VERDICT

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
FANTAVISION
Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping, *Fantavision* is the PlayStation 2's simplest, and arguably greatest, invention yet
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
IMPACT POINT
VERDICT
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

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Reign of Fire 093
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Star Trek IV: The Voyage Home 093

REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

OUT UK now

X-MEN 2 WO RE

"HE WAS CREATED AS PART OF AN EXPERIMENT TO DEVELOP THE ULTIMATE

LVERINE'S VENGE

FIGHTING MACHINE..."

After countless X-treme cock-ups, can Marvel's muties finally claw back some much-needed respect?

REVIEWER: Ryan Butt

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** GenePool
- **PUBLISHER** Activision
- **GAME TYPE** Action adventure
- **PRICE** £39.99
- **EXTRAS** 1-player, DualShock 2, Memory Card

DETAILS

- 25 levels, including boss stages against the likes of Juggernaut, Magneto, Lady Death Strike and Sabretooth.
- Features the voices of Mark Hamill (Wolverine) and Patrick Stewart (Professor X).
- Original plot developed by Marvel Comics veteran, Larry Hama.
- New costumes and challenges to unlock.

Much like everyday culture, games follow trends. OK, you don't see them shuffling down the road in oversized, crotch-sagging denim one day and then tassely combats the next, but when one game comes out boasting a nice new feature then they've all got to do it. Stealth sections, bullet-time, cel-shading, we could go on about 'me-too' games through the ages, but let us just draw your attention to the current in-vogue speciality – extreme difficulty.

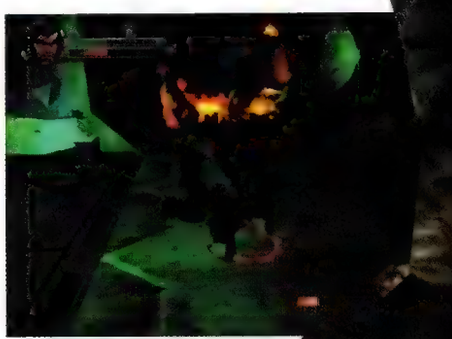
Like *Shinobi* last month, *X-Men: Wolverine's Revenge* cares not for 'restart points', nor the safety of your joypads as another is cast down to the ground in frustration and ceremoniously shattered underfoot. When your health bar is drained, the entire level must be tackled again from scratch. Grrr indeed.

AMERICAN MUTIE: With metal head-casing and painful-looking back probes, Wolverine hastily vacates his 1968 birthplace...

"A VIRUS IS FOUND TO BE LURKING INSIDE OUR HERO THAT, IF NOT TREATED, WILL ANNIHILATE HIM"

The plot, penned by comic veteran Larry Hama, begins with Wolverine breaking out of the Department H compound, where he was created as part of an experiment to develop the ultimate fighting machine. But as the story unfolds, a virus is found to be lurking inside our hero that, if not treated within 48 hours, will annihilate the adamantium-boned beast.

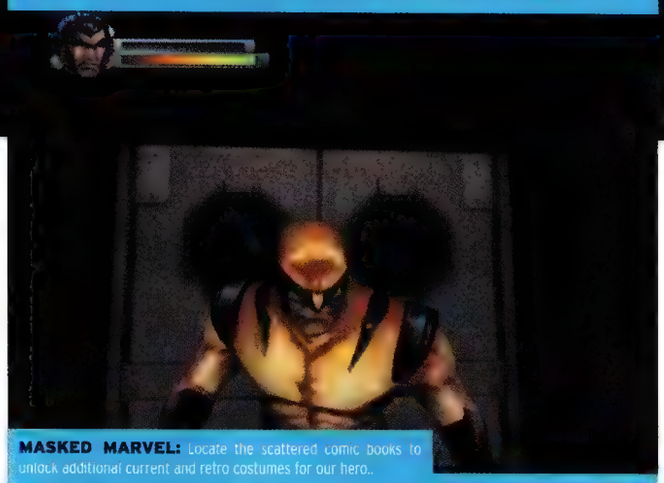
Acting as a training mission, the first 'act' comes peppered with on-screen prompts explaining the numerous in-game intricacies that stretch far deeper than no-brain combative button bashing. Sure, you punch, you kick, you wave your cutlass-claws around with scant regard for enemy welfare, but it's the more subtle features that really make the fights excite. For example, by battering your tormentors into a daze, a 'Strike' prompt will appear in the bottom corner of the screen. Hit the ◎ button at this point, and Wolverine will lunge into a variety of set-piece finishing moves determined by where he's standing in relation to his soon-to-be-gored victim. The more combat points ▶



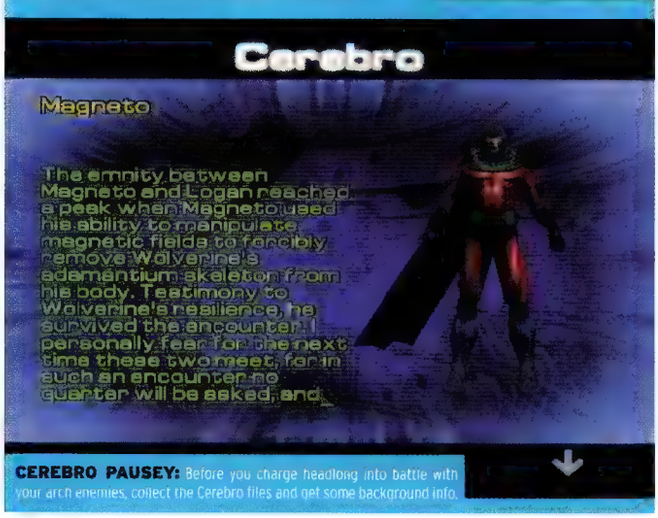
ALIGHT SABRE: Wolverine turns up the heat on his first boss adversary, Sabretooth.

CLAWS FOR CONCERN

In the blur of a slice and dice tornado, hardened gamers will probably skewer and slash their way through the game's 25 levels in no time, but the fun doesn't end with the credits rolling. No, aside from extra challenges to unlock by collecting enemy dog-tags, there are a host of Xtras (ha! Do you see what they've done there?) to unveil, like these... Xtras! Brilliant...



MASKED MARVEL: Locate the scattered comic books to unlock additional current and retro costumes for our hero..


Cerebro
Magneto
The enmity between Magneto and Logan reached a peak when Magneto used his ability to manipulate magnetic fields to forcibly remove Wolverine's adamantium skeleton from his body. Testimony to Wolverine's resilience, he survived the encounter. I personally fear for the next time these two meet, for in such an encounter no quarter will be asked, and

CEREBRO PAUSEY: Before you charge headlong into battle with your arch enemies, collect the Cerebro files and get some background info.

RAGE OF EMPIRES: As you get hit, your green 'rage' meter rises. Double tap L1 to unleash the fury and make your claws really count.

NAUTY BUT NICE: Old sparring partners like Juggernaut and Magneto put in an appearance, but only to get their asses kicked – ha!

▶ you acquire by pulling off such fancy feats, the more 'Strike' moves become available for subsequent crowd-pleasing.

HIDDEN CLAWS

Then there's the stealth attacks. By holding down L2 (which can become something of a hand-aching drag over time) you'll heighten Wolverine's senses – which, in effect, causes the screen to take on a trippy orange hue and the sound to become muffled and distorted – rather like being submerged in a busy swimming pool full of weak-bladdered ankle-biters. In this state, Wolverine moves slowly and more cautiously, pressing himself up against walls, peering around corners and being able to more accurately gauge hostilities ahead via hazy green scent trails, heat-etched foot-prints and, in moments when emerging from a particular area undetected is paramount to the plot, being able to see searchlight-casts on the ground and laser trip-wires that you would otherwise blunder into blind before being diced by enemy fire.

Further flavour is added to the combat cocktail in the form of stealth kills, which are performed by silently creeping up on guards with L2 depressed, and then administering a satisfying 'Strike' from the designated position (a translucent Wolverine will show you which move can be performed from what position). Then there's the ability to fight with your claws drawn or retracted for combo variations and even 'bowl bonuses' whereby you scatter approaching adversaries by using one of their comrades as a ball (for an end-of-level points surge). The sheer amount of pummelling possibilities, of which the above is just a fraction, transform what could have otherwise been an entirely mundane scrolling beat-em-up into a highly strategic thrill kill. However, the fact that most of the work is done for you may eradicate a some excitement for the more hard-core of action fans.

"UNDENIABLY THE BEST X-MEN GAME SINCE CHILDREN OF THE ATOM"

STEALTH HAZARD: By holding down L2 and silently creeping up behind enemies, you can execute stealth kills to, erm, execute them. Creep easy, wolf-man...

CLAW BLIMEY: The cutscenes utilise the same in-game graphics as opposed to separate CG, and at times they can look a little ropey...

IMPACT POINT

Softly, softly... STAB! Argh! Spurt! The moment you work out how to do the stealth kills – creeping silently up to a foe before violently grabbing him, drawing your claws and brutally ramming them into his chest cavity – the blood lust begins. Mutiful!

Although the game is primarily a jazzed-up fighter, other styles are evident beyond the aforementioned stealth bits. Sure there are the standard puzzle elements of 'find object, use object', but the levels also tend to be huge, giving much scope for exploration beyond the objective-set route that enables you to scour the nether regions for plentiful pick-ups. Health power-ups (although these are not essential, as retracting Wolverine's claws and standing idle for a while causes his self-healing abilities to kick in), comic books (which unlock additional costumes from the orange-tan retro Wolverine to the movie's leather-clad look) and Cerebro icons (which unlock profiles on the main adversaries who you'll encounter in the game) can all be obtained by venturing off the beaten track. There are also dog-tags to be collected by stealthily killing enemies. Accumulate enough of these and you'll unlock concept art, extra movies and even special challenges – all of which give you the perfect incentive for back-combing your dense sideburns ready for another stab of enemy gut-knitting.

The presentation of the game, for the most part, is classy. Cutscenes utilise the same in-game graphics engine rather than flicking conspicuously to CG, and the default third-person perspective snaps seamlessly to first-person whenever you're crawling through tight spaces. Even Mark Hamill has managed to bury the whiny ghost of Skywalker with a suitably gravelly performance as the lead. Who'd-a thunk it?

INSIGHT

To defeat Wendigo, wait until he slides to a halt after chasing you, hit him once and then get behind him to grab his tail. Then rotate the left analogue stick and you'll soon fling him off the platform.

The only drawbacks are the erratic camera, which you're constantly wrestling with on the right analogue stick to best exploit the view up ahead, often losing as it sticks on walls and floats too high or too low for optimum effect, and the graphics in general – which, aside from the characters, tend to be flat, devoid of texture and exceedingly basic in design. Then there's the difficulty and the constant restarting of levels in their entirety when you croak – although somewhat charitably, GenePool has opted to put the hardest, most trickiest sections at the start of the stages to avoid going through expansive, run-of-the-mill enemy-infested areas only to reach a real trouble spot and possibly having to repeatedly traipse through it all again.

So although a few sharp niggly edges are evident and the comically OTT combat and diluted stealth elements probably won't sell this to hardened fans of both genres, *Wolverine's Revenge* is undeniably the best *X-Men* game since *Children of the Atom* – and we're all aware of how many X-rated atrocities have occurred between the two. **PSM2**

Wolverines Revenge is out nooooowww!

WEAR-WOLF: Most bosses need to be worn down before you can find one effective means of killing them off. Like Lady D, here...

LOGAN'S CHOICE

1 **SPLINTER CELL** The ultimate stealth drama – although the stress may cause headaches for the more casual gamer.

2 **WOLVERINE'S REVENGE** Scratching the surface of many genres but never excelling – satisfying nevertheless.

3 **THE BOUNCER** The repetitive fights will cause your mind to shut down mid-game.

PSM2 VERDICT

GAMEPLAY
+ The mix of styles and cool effects compels you to play on.
- The one-button 'Strikes' claw away much of the challenge.

GRAPHICS
+ The 'heightened senses' mode is the only graphical high-point.
- All the scenery is bland and coloured from a grubby palette.

SOUND
+ Hamill and Stewart put in memorable performances.
- The soundtrack never exceeds merely functional.

LIFESPAN
+ Endless attack combos to master and extras to unlock.
- The auto-combat may subdue the long-term challenge.

OVERALL
Engrossing and addictive, but its inability to get its claws stuck into a definite style makes it far inferior to the likes of *Splinter Cell* etc.

75

HOWLING

OUT UK NOW

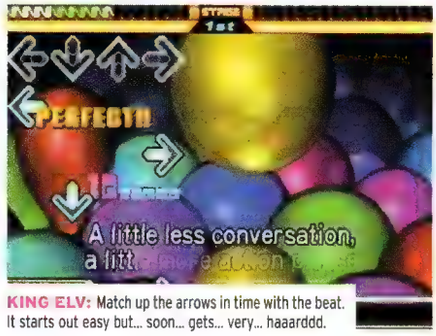
DANCING STAGE MEGAMIX

The Japanese love it, and now, at last, Europe gets some PSXercise...

REVIEWER: Ryan Butt

One step closer to heaven? We'll take you one step closer to heaven you little pop dogs, you. And with that, the sugar-coated beats of the S Club Juniors were rounded up and trampled under foot. Then came Kylie, then The Sugababes, before finally, having pogo'ed like a paraffin-crazed punk to the spasmodic, flip-out trance of 2MB's aneurysm anthem, PARANOiA KCET (clean mix), we were spent.

And so goes the trend of *Dance Dance Revolution*, which has pretty much passed over the head of the European market. The cult has been embraced by Japanese and US gamers alike to the extent of online communities where stepcharts and freestyling moves are swapped



KING ELV: Match up the arrows in time with the beat. It starts out easy but... soon... gets... very... haaarddd.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** KCE Tyo
- **PUBLISHER** Konami Europe
- **GAME TYPE** Bemani
- **PRICE** £29.99 (without mat)
- **ESSENTIALS** 1-2 Player, Memory Card, DualShock 2, Dance Mat

DETAILS

- Five modes of play, including Game, Workout, Lesson, Training and Edit.
- 29 music tracks, including nine licensed songs from artists as established as Kylie, Sugababes and, erm, S Club Juniors, plus 20 original bangin' compositions by Konami's internal musicians.
- Singles, Versus or Doubles play – where you can strut your stuff on two mats simultaneously.

COMBO EVERYBODY: You'll be graded on how many points you score. So try not to miss a beat and keep those combos coming.

POP OF THE TOTS

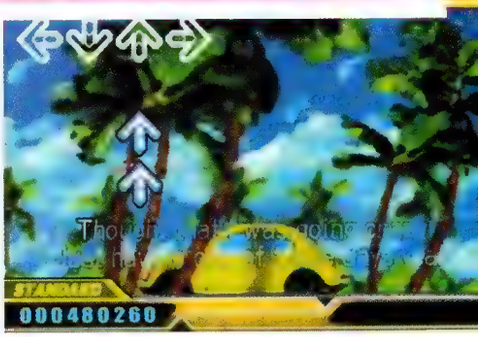
Proving that *Dancing Stage MegaMix* is so easy that even a two-year-old child can get into it, we enlisted the help of a, um, two-year-old child replete with sticky fingers to demonstrate. With two different tunes to get down to, how did she do?

SONG #1: With measured moves needed to clear Kylie's tune, our tumbling tot failed miserably. Crash and burn, choc-chipped child!

SONG #2: But stick on a bit of hardcore with several hundred bpm and the wee nipper easily fluked enough timely beats to clear it.

FACE FACTS: The game supports simultaneous two-player action or, more accomplished prancers can play one game on two mats. Ow!

EDIT IN: You can edit existing beat patterns and even create your own from scratch for friends to try.



BEETLE MANIA: For spectators not content with watching you dance, there are pretty backdrops and song lyrics to sing along to.

with all the vigour of the excessive bragging and incessant put-downs in a Tekken forum. More than just a game, *Dance Dance Revolution* is a full-on workout where the only weapons are your feet of flames as your body bounds to the beats booming out of the speakers and your sole aim is to connect in time with the oversized symbol buttons laid out on the surprisingly responsive mat sprawled out beneath your feet. So, if your chin has recently published a second edition and is rapidly expanding ground-wards to a third, *Dancing Stage MegaMix* – the name may have changed but the aim is the same – is the game to trim you back down to size. And, boy, does it.

Featuring 29 tracks consisting of nine licensed ditties you'll be all-too familiar with (from the Elvis/JXL collaboration of 'A Little Less Conversation' to Ms Dynamite's 'It Takes More') and 20 specially created tub-thumpers, each song acts as a piece of circuit training with its own unique set of 'arrows' scrolling up the screen which must be matched with your feet in time with the tempo. Some songs are easy to dance to thanks to a steady stream of arrows, but as you progress through the playlist, others require you to touch down on numerous directions simultaneously, with a barrage of steps in quick succession meaning that you have to constantly adjust your stance and cough up the tar from your lungs to cope with the pace. It sounds complicated, but in reality you'd be hard pushed to find a more simple concept – it's like *Parappa* but with only half the buttons and better tunes.

"IT'S LIKE PARAPPA WITH ONLY HALF THE BUTTONS AND BETTER TUNES"

Of course, if you play the game it's GOT to be with the mat. That's the whole point of it. Playing *Dancing Stage MegaMix* with a DualShock is like pulling a Minogue and only inviting them in for coffee. Merely pressing the buttons on a pad in time with the music is the most monotonous excuse for entertainment imaginable, but plug in a mat and the game energetically springs to life. This does raise the question, though, of why no mat comes bundled with the game (you must track down one of these separately) as selling it to the punters without one (albeit at a reduced price) carries the danger of folk just not 'getting it' and casting the game bargain-bin-wards with a tut of, "those crazy Japanese" uttered under breath.

For a simple dancing game, Konami has managed to bolster the options to effectively prolong its life-span. 'Game Mode' is essentially a straightforward port of the fan-winning coin-op format of 'pick a song, dance your lunch up, get a score and then walk away', but more innovative use of the formula is evident in 'Workout Mode', in which you can create your own exercise program to burn off calories and the unlockable 'Edit Mode' in which you can modify the dance patterns of any in-game song. Add them all together and the scope of *Dancing Stage MegaMix* becomes immense – not least because what you get out of it is what you put in, which could be dance routines that evolve and become even more outrageous as your inhibitions dissolve. It'll even get to the stage where you don't even have to look at the screen to know which notes need to be hit and when – we know, we've seen it in Japanese arcades.

As Europe has always been picky with its software, where games not baring the legends 'Tomb', 'Raider', 'G', 'T', 'A' and any numbers you'd care to mention fail to sell, Konami was understandably cautious about releasing faddy games such as this. But on evidence on the continued popularity in Japan and the US, the fad shows no sign of letting up, so why shouldn't Blighty now get in on the act? Sure, it's no looker, but it is a whole new way of life, goddamit. **PSM2**

Dancing Stage MegaMix will be out right about now, the funk, soul brother

INSIGHT

Konami has been peddling niche musical games since way back on the PSone. In fact, if you put all the games together you could almost form your own Bemani band with a line-up of axes (*Guitar Freaks*), drums (*DrumMania*), keyboards (*KeyboardMania*), decks (*BeatMania*) and now Bez-style backing dancers (*Dancing Stage MegaMix*). The only thing missing is vocals – but for how long?

WAIST WATCHERS: Fight the flab by creating your own unique exercise program to burn off those figure-filling calories...

TRAVOLTA'S CHOICE

1. **DANCING STAGE MEGAMIX** – Keeps you trim and is more stimulating than an Angela Lansbury work-out vid.
2. **PARAPPA THE RAPPER 2** – Again, you tap to rap, but there's not much longevity here.
3. **BRITNEY'S DANCE BEAT** – Shuffle to the pop princess' greatest hits, then turn it off and put something good on.

PSM2 VERDICT

GAMEPLAY
+ Satisfyingly gruelling, but mightily good for the hips.
- Just don't even bother playing without a mat.

GRAPHICS
+ Bright and vibrant, with words to sing along to.
- There's precious little to it, aesthetically speaking.

SOUND
+ A varied blend of toe-tapping musical styles.
- Extended snippets rather than full songs.

LIFESPAN
+ Experimentation with new routines make this eternal.
- Two left feet? Dodgy ticker? Maybe it's not for you.

OVERALL
A lost treasure found. Get the mat, clear a space and bop till you drop in the ultimate mind, body and soul shake-up.

85

KNACKERING

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Pseudo Interactive
- **PUBLISHER** Play It
- **GAME TYPE** Racing/combat
- **PRICE** £9.99 (yes, £9.99)
- **EXTRAS** 1-4 Player, DualShock 2, Memory Card, MultiTap

DETAILS

- Three modes of play: Smack Attack, Gate Relay and Flag Rally.
- Five playable characters/vehicles plus a further four unlockables.
- 12 different tracks set in different themes.
- Over 30 different types of weapon.

OUT UK NOW

CEL HATH NO FURY: Opposing drivers can be easily cleared with melee weapons. Not so fun when it happens to you, though...

CEL FIRES: Each stage comes with its own environmental hazards, like volcanic flames, rock falls and alien invasions. Yes, really.

CEL DAMAGE OVERDRIVE

Before you turn over – look, new PS2 games for under a tenner! Damn – you just saw the score...

REVIEWER: Ryan Butt

Crash! Bang! And indeed, wallop! That was the fate that befell *Cel Damage* upon its original Xbox release and now we're expected to swallow its nauseating blend of *Twisted Metal* car carnage and comedy-stripped racing – why? Because it's yours for under a tenner, that's why! Bling – sold!

CEL BLAZER: The Smack Attack mode is fun for five minutes, until you realise you have to crash each car about 50 times. Zzzz...

The game is part of a new budget range which also includes games such as *Road Trip Adventure*, *Pinball* and *Seek and Destroy* – games you wouldn't urinate on if they were burning in the street normally, but now seem intriguing for the cost of a few pints. And *Cel Damage Overdrive* is the best of a bad bunch.

You choose one of five characters, complete with custom vehicles, and can choose to undertake the game's 12 courses in Smack Attack, Gate Relay or Flag Rally modes. Smack Attack is your *Twisted Metal*-style combative driving mode whereby anything goes as you collect weaponry to obliterate your opponents. Gate Relay involves racing round a circuit, speeding through checkpoints and nobbling your rivals, *Mario Kart*-style, and Flag Rally has you battling against the competition, collecting flags and depositing them at a designated spot.

The game initially seems amateurish, but once into the action, the cel-shaded graphics win you over. Everything is eye-strainingly bright, with neat touches that almost make you forget you're playing bargain bin material.

INSIGHT

- To unlock the extra characters, you must win all the Smack Attack, Gate Relay and Flag Rally levels within one of the four themed sections. It's a tall order though, as you'll probably give up half-way through those futuristic stages.

The more stages you win in any given mode, the more weapons you open up, and these are what make the game worth persevering with. Projectile attacks such as harpoons, saw blades, and 'TNT sheep' can help claw back ground, whereas melee weapons, like baseball bats and boxing gloves ease track-based congestion. Granted, you'll soon become agitated by the deviousness of the CPU, but plug in a MultiTap, assemble three mates, and the game turns from tat to treasure as you thrash it out for toon triumph.

But, as we mentioned, the appeal is short-lived and the experience soon churns up feelings of the morning after a very heavy night before. Disorientation, nausea and anger overshadow any enjoyment you get out of it. But hey, that's got to be a tenner's worth. Just. **PSM2**

Out now, surprisingly enough

ROADKILL'S CHOICE

1. **TWISTED METAL: BLACK** The best car-carnage game available. Hopefully the online version should be even better.
2. **CEL DAMAGE** Flat and messy, but it's cheap and is still better than...
3. **STAR WARS: SUPER BOMBAD RACING** Like countless Star Wars games before it, this isn't worthy to hold the name.

PSM2 VERDICT

GAMEPLAY
+ Moderately fun (for a while) four-player action...
- Played alone it's like repeatedly banging your funnybone.

GRAPHICS
+ Eye-catching and cel-shadingly trendy
- Things can get messy and the menus are crap.

SOUND
+ Brrr! Bang! Boom! Noisy!
- Cheesy one-liners from the clichéd cast.

LIFESPAN
+ Assorted weapons, characters and extras to unlock.
- You'll stop playing long before you complete it.

OVERALL
Like cheap jewellery, scratches soon appear in what at first appears desirable, leaving you feeling distinctly green.

50

CHEAP

COMMAND A TEAM. KICK SOME ASS.

TEAM:	You and three lean, mean U.S. NAVY SEAL fighting machines.
MISSION:	Find the enemy, make 'em pay.
EQUIPMENT:	Get armed to the teeth with the SOCOM Voice Recognition Headset.
SKILLS:	Control your SEAL and command your team over the headset to whup twice the butt.
EXTRAS:	Get the Grade-A PS2 Network Adaptor and Broadband. Kick real human ass online. Big time.

uk.playstation.com
www.socom-game.com

Headset Included

PlayStation.2

THE POWERFUL PLACE THE BRAVE PLACE THE THIRD PLACE

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INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  KCET
- **PUBLISHER**
  Konami
- **GAME TYPE**
  Survival Horror
- **PRICE**
  £39.99
- **EXTRAS**
  1 Player, DualShock 2, Memory Card

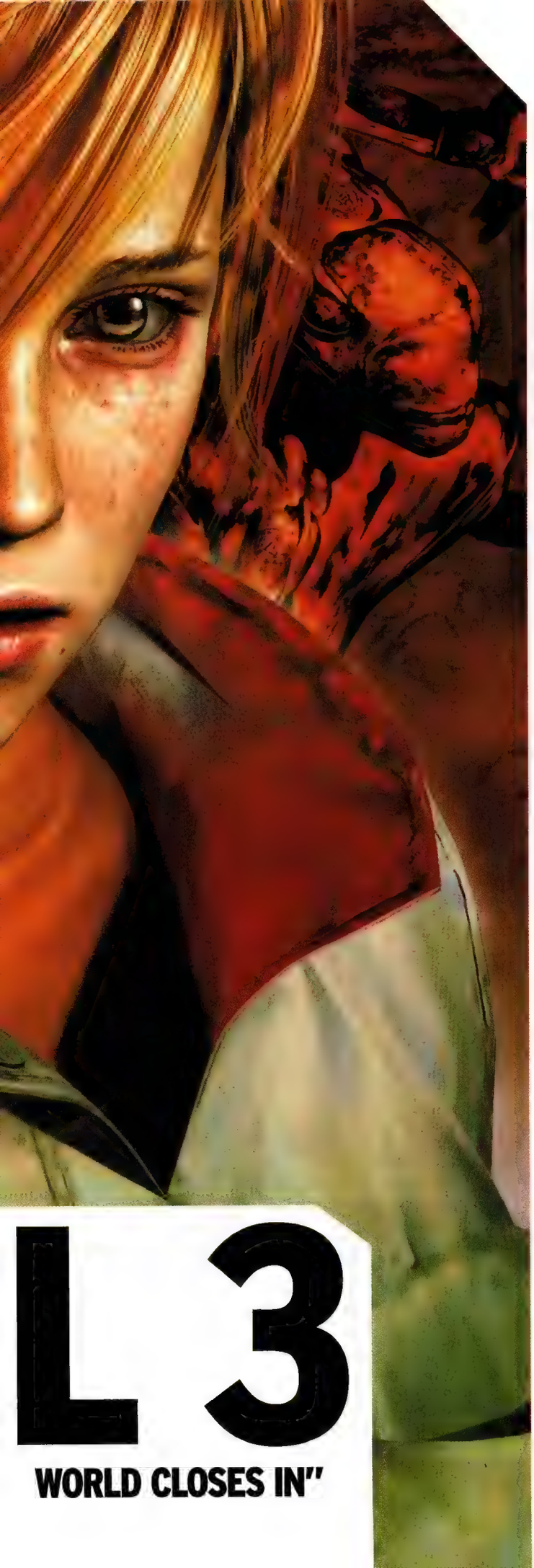
DETAILS

- Multiple weapons including shotgun, steel pipe and mace, plus secrets like the flamethrower.
- More enemies than in any previous *Silent Hill* game.
- Refined shadowing and lighting engine.
- New strafe functions and free look camera.
- Three difficulty levels for both Puzzle and Action modes.

OUT UK 23RD MAY

SILENT HIL

"WALLS MELT, BLOOD FLOODS YOUR REFLECTION, CORRIDORS SOB, AND THE



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WORLD CLOSES IN"

Engaging, yet nauseating – Konami carve up the survival horror equivalent of a Big Mac, breaking formula with a gut wrenching sachet of grizzly surprises.

REVIEWER: Daniel Dawkins

Five hours into *Silent Hill 3*, we tossed down the pad and reached for the keyboard. Truth was, we weren't enjoying ourselves: the check-click-creep gameplay felt formulaic, and the syringe-dripped horror-by-numbers atmosphere coursed like anaesthetic through our tired veins. Lulled by familiarity, pricked with disappointment, we hurriedly typed, "*Silent Hill 3* might provide the *smoothest* ride to horror city, but what we really need is a broken rollercoaster." Later that night, at 2.46am – edgy, tired and broken – we were starting to rue our presumption. Our journey hadn't experienced difficulties, but spun off the rails into splinters of breathless regret.

OK, we're exaggerating slightly, but somewhere between the solid first few hours and the game's thrilling conclusion, *Silent Hill 3* transforms from a humdrum sequel into a knuckle-searing digital nightmare. After four hours of continuous play, *convinced* we were nearing the end – nerves shattered by constant wailing, tapping and gruesome setpieces – a

CHILLING ME SOFTLY: Grizzly as it is, the camera usually drops big hints about the location of key objects. Repeat, *usually*.

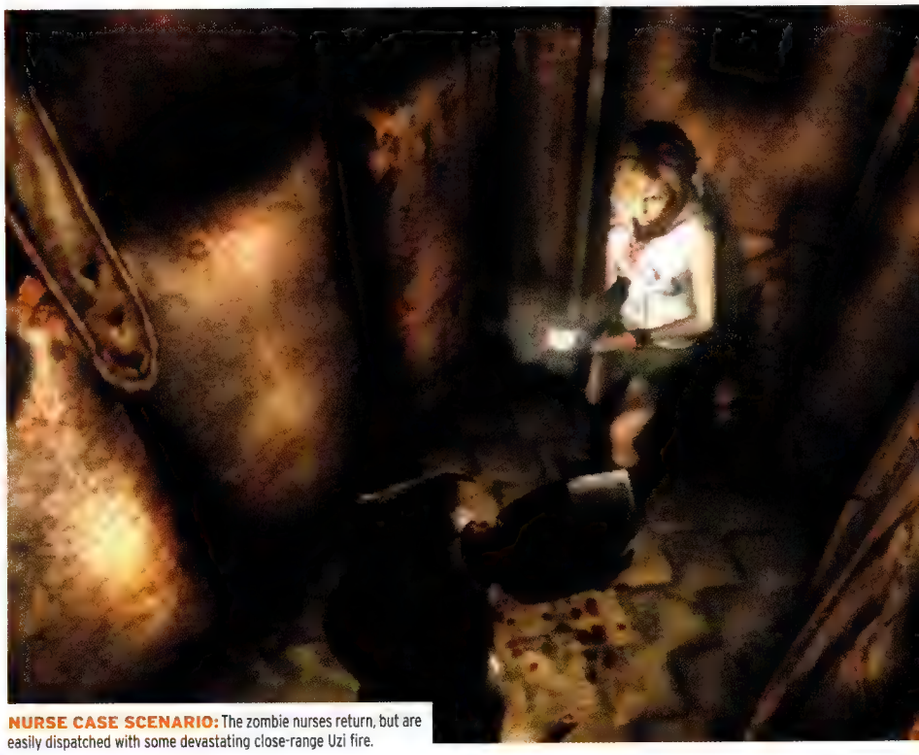
scene where James Sanderland walked down the corridor replaying the death of his wife? The grizzly video betraying his dark secret? While the plot of *Silent Hill 3* lacks the human intrigue and metaphorical complexity, the final scenes in the hospital dark world and haunted house – one of the finest setpieces on PS2 – will stay with you for months to come.

Survival horror fans know exactly what to expect with this – archaic movement, obtuse logic puzzles and grizzly boss battles with a spinal

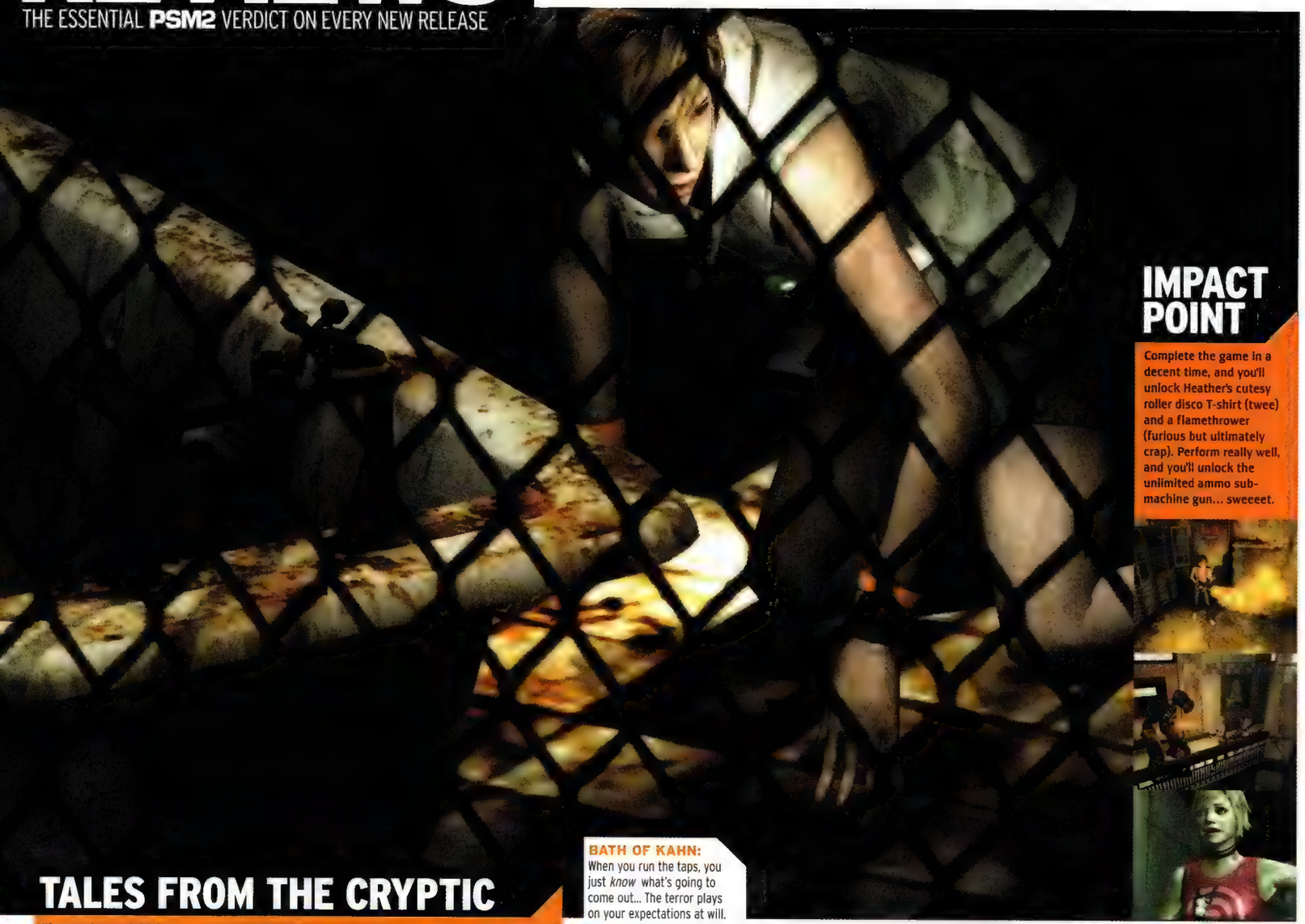
"SILENT HILL 3 ISN'T JUST TENSE, BUT NAILS-DOWN-A-BLACKBOARD SHATTERING"

BRRRNG! from a mobile phone *literally* caused us to shudder. Playing alone, in total darkness, *Silent Hill 3* isn't just tense, but drip-tap, nails-down-a-blackboard shattering. The game accelerates almost imperceptibly, until your emotions are wrestled like a fragile rag doll, thrilled, powerless but aching to escape.

It was the same with *Silent Hill 2* – after hours of featureless trudging, the plot unravelled to a deliciously barbed finalé. Who can forget the chord of terse narrative. Heather stills spins annoyingly on the spot – a relic of *Resi* era digital movement – but in a nod to, *groan*, the late '90s, can strafe using L1 and R1, and perform a quick 180° turn by holding the buttons in tandem. There's some aggressive new weapons, including a funky sub-machine gun, an invaluable Katana and a, frankly, bleedin' useless mace, but combat is essentially as ponderous – and ammo-conservingly tense – as ever. ▶



NURSE CASE SCENARIO: The zombie nurses return, but are easily dispatched with some devastating close-range Uzi fire.



IMPACT POINT

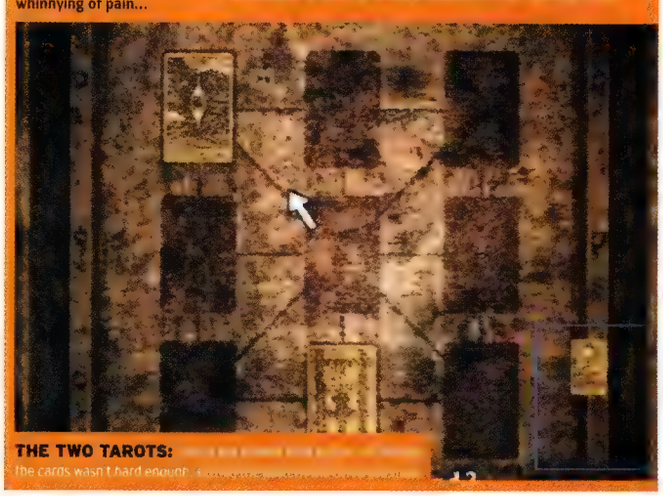
Complete the game in a decent time, and you'll unlock Heather's cutesy roller disco T-shirt (twee) and a flamethrower (furious but ultimately crap). Perform really well, and you'll unlock the unlimited ammo sub-machine gun... sweeeet.

BATH OF KAHN: When you run the taps, you just *know* what's going to come out... The terror plays on your expectations at will.

TALES FROM THE CRYPTIC

The puzzles are initially routine – use car-jack to open jammed lift – but soon mutate into head tickling conundrums. Favourites include the bed-matching number puzzle, where you attach a chain to – well, we can't say – to rip open a gate, and the final puzzle, where you've got to arrange tarot cards according to a child's clues. There's nothing *too* taxing, but you can adjust the difficulty level between easy, normal and hard. As for the carousel riddle, just listen for the whinnying of pain...

COLOUR ME BARD:



THE TWO TAROTS: the cards wasn't hard enough

▶ Frustratingly, you've still got to go through the rigmarole of checking every door, flitting incessantly to the pen-licked map and rubbing against objects hopefully mashing ⊗. On one occasion, we missed a vital object – for failing to stand in *exactly* the right position – and spent an hour wandering around trying to find an alternative path. Another time, we tried to use a bolt cutter on – dur – a bolt, only to be told "This object doesn't work here". An hour of angry plod time later, the cutter worked first time. The collision detection can be merciless.

INSIGHT

Silent Hill 2 sold over a million copies worldwide, with the majority of sales in Europe. As a result, we get to play *Silent Hill 3* before America or Japan – which makes for a welcome change.

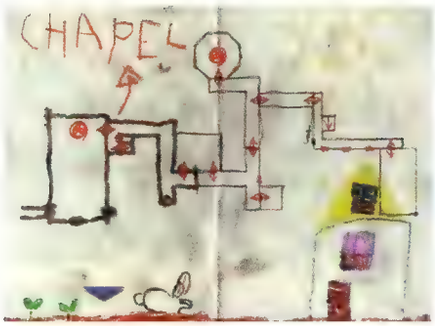
LIGHT A SHADE OF PAIL: Gory as it seems, you can't help but marvel at those lighting effects – check the corona over her head.

"THE DARK REALM'S MELTING, BLURRED WALLS ARE A GRIZZLY GRAPHIC MARVEL"

Initially, *Silent Hill's* traditional strengths feel like lumbering clichés. The deliberately-forced camera angles aggravate, the crackle of static sounds too familiar to provoke genuine anticipation, while the foes look like self-conscious jam-smeared parodies of their genuinely shocking predecessors. For the love of odd, one of the new monsters resembles a man-shaped nappy covered in Daddy's Ketchup – only marginally more threatening than Mr Blobby.

Then, suddenly, everything changes. Innocent rattles and engine drones become breathless clatters and shrieking wails. Routine encounters become life-threatening ultimatums. The ammo dries up, the health packs disappear and every step is a stolen moment in the shrinking chasm of death. Konami lure you into a false sense of security before cranking out the *real* shocks and surprises. Walls melt, blood floods your reflection, corridors sob, and the world closes in on you like an oily fog. It's like sinking in quicksand – oppressive, clammy, and with only a faint glimmer of escape.

The Haunted House scene redefines the boundaries of survival horror. You tip-toe through the rooms, senses bewildered by the juxtaposition



NIGHTMARES ON WAX: Aiieee! Is this the scariest screenshot ever? The last level's map gets drawn in crayon as you explore.

DANGLE IN THE WIND: All that fuss about Michael Jackson holding his baby over the balcony and... tch... it wasn't even *bandaged.*

BLUBBER LANG: The Mace is powerful, but so bleedin' slow you can only use it against the most jelly-legged opposition.

of schlock-mechanical effects and the growing realisation that this *isn't* just a show. The haunting Alfred Hitchcock voiceover subverts your perceptions, tugging at your doubt and wilfully exploiting your expectations. When – we won't spoil it – a *certain* event happens, we defy you not to jump in firecracker shock like we did. The dark realm's actively melting, blurred walls are a grizzly graphical marvel, smearing in surreal Dali-esque contusion.

The *Silent Hill* games are the survival horror equivalent of a parachute jump. Hours of meticulous busywork and growing anticipation, before a short, sharp emotional tumble that burns disproportionately long in the memory. Hours of frustration flash wiped by the intensity of the denouement. In *Silent Hill 3*, you spend hours fastidiously checking maps, plodding, conserving resources and stumbling about lost before being accelerated and spat out by the breathtaking conclusion.

If you're new to the series, there's never been a better time to experience the surreal compulsion. If not, the game does *just* enough to sate your morbid masochism. But *Silent Hill* veterans should be warned – much like a parachute jump, you never get the same thrills second time round. **PSM2**

Bolt the doors on May 23rd

HEATHER FORECAST

OK, *SH2*'s James Sanderland was an expressionless divvy, but at least his story had implications and human depth – the 'is she, isn't she' presence of Maria luring you in immediately. By contrast, the story of 17-year-old Heather is predictable, buoyed with one mild surprise for PSone *Silent Hill* fans and a dark conclusion. Basically, Heather goes shopping, gets chased by a detective who wants 'to talk about her birth', then the monsters turn up. When we say Claudia swallows religious doctrine whole, well... urgh, you'll see...

DOUG E FLESH:

TEEN, NOT HEARD:

CLAUDIA SPELLS:

KRONENBERG'S CHOICE

1 **SILENT HILL 2: DIRECTOR'S CUT**
Frustrating and flawed, but an incredible plot gives this the *slight* edge over its sequel.

2 **ONIMUSHA 2**
Tightly plotted with bold characters and rich RPG elements.

3 **SILENT HILL 3**
Technically superior, but lacks tension until the deliciously wretched last few hours - which are worth the admission price alone.

PSM2 VERDICT

GAMEPLAY
+ Satisfying puzzles and tense combat.
- Constant map checking and item juggling.

GRAPHICS
+ Rich detail, luxurious shadowing.
- Occasionally annoying fixed camera angles.

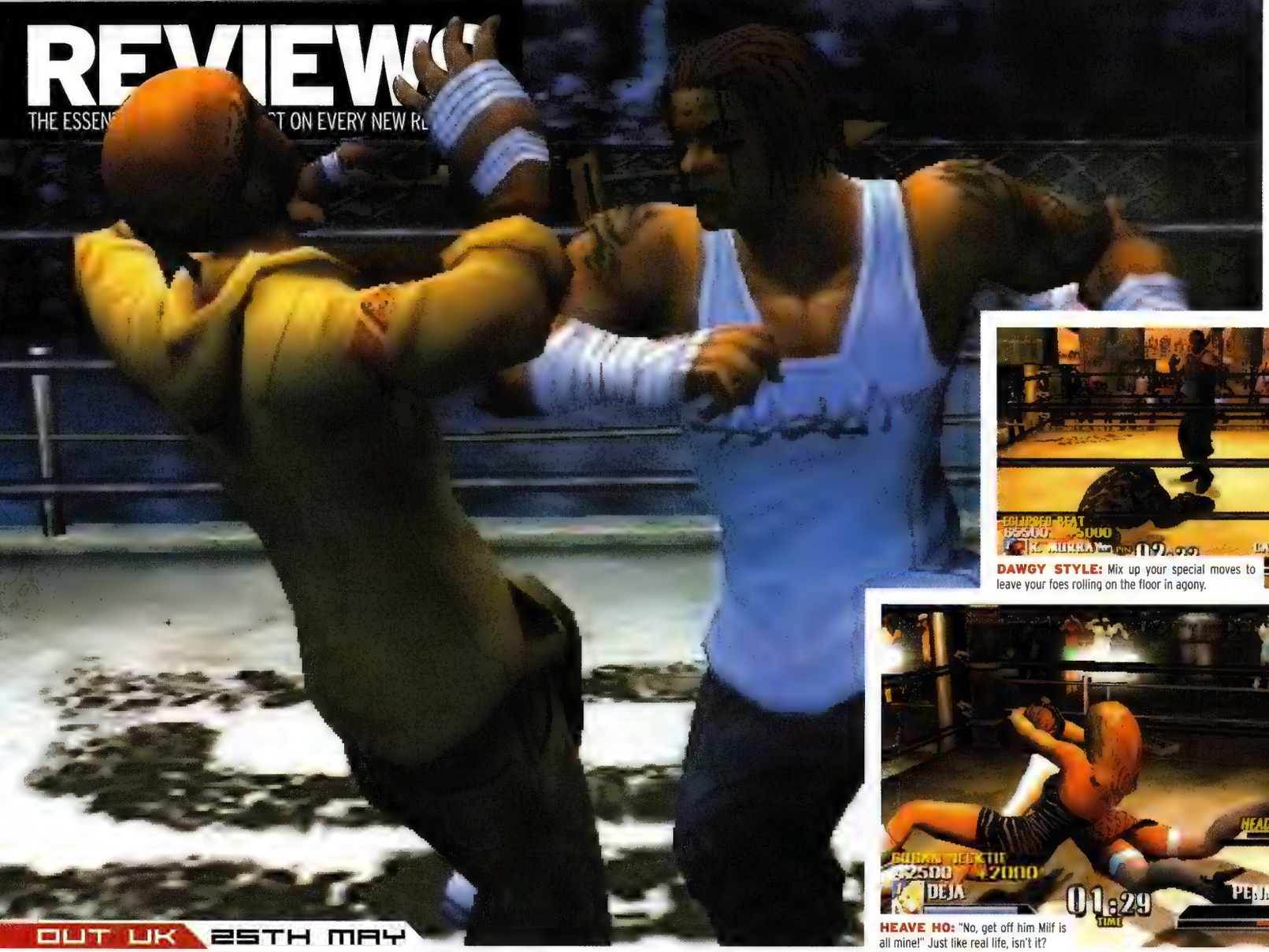
SOUND
+ Haunting spot effects and melancholy tunes.
- Slightly depressing.

LIFESPAN
+ Solid 12-15 hours, with hidden extras.
- Possibly too gruelling to play again.

OVERALL
Initially formulaic and slick, Konami's masterpiece cranks through the gears, cuts the brakes and crashes your emotions at breakneck pace.

87

UNSETTLING



DAWGY STYLE: Mix up your special moves to leave your foes rolling on the floor in agony.

HEAVE HO: "No, get off him Milf is all mine!" Just like real life, isn't it?

OUT UK 25TH MAY

DEF JAM VENDETTA

Throw your mate in the air, wave him around like you just don't care, and prepare to kick some thug-lovin' ass.

REVIEWER: Russell James

You know how there are some people that you would just love to beat the crap out of? Some are your neighbours, others are celebrities that you've never even met, but they all have one thing in common; you want to pound their rotten, annoying faces into the ground, for no other reason than the fact that they piss you off.

For us, a good number of the irritating morons that fall into this category are 'entertainers'. It was with glee, therefore, that we approached *Def Jam Vendetta* – finally we would be able to show some of these bling-touting, faux-gangsters what a 'hard knock lif really is.

In case you've not been following the *Vendetta* hype, here's the drill. An underground wrestling chain has been formed, pitting 12 of the Def Jam label's homies against a host of fictional roughs and toughs. In the game's main Story mode, you take on the role of an up-and-coming hip hopper, looking to gain a reputation inside the ring. It soon materialises that the founder of the league has shacked up with your ex-girlfriend, and you're left with the double goal of kicking butt, and winning the heart, or at least the ass, of your delectable (virtual) ex.

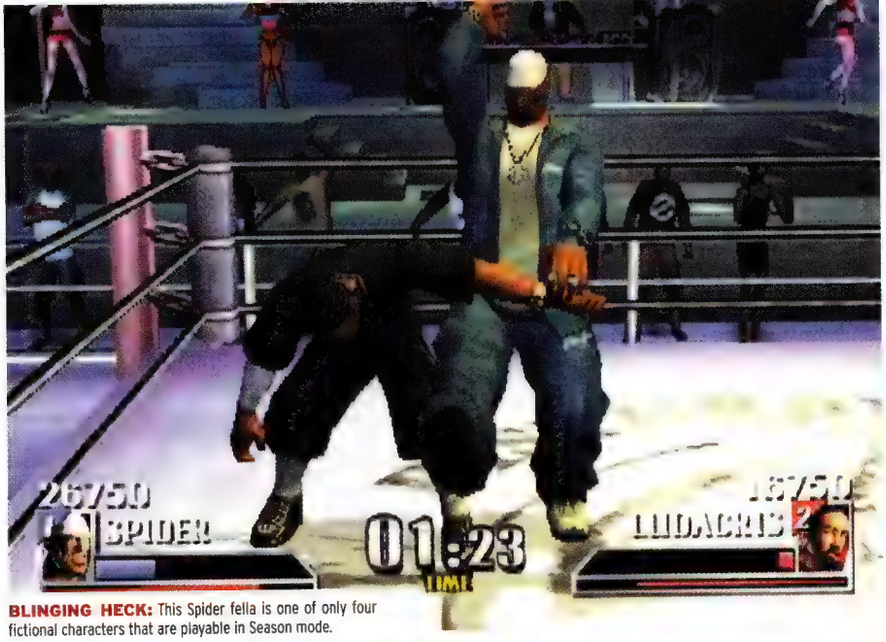
It may all sound a little far-fetched, but then that's the beauty of this game – it doesn't take itself too seriously. As it happens, it has a pretty detailed Career mode, and it certainly adds meaning to the ghetto-blasting action. The potentially repetitive slog of match after match is broken up by regular interaction with other characters, the most interesting of which are attractive, and seemingly slack, ladies. And if you do manage to get it on with a 'ho, you will not only be given the chance to wrestle as her, but will

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Aki / EA
- **PUBLISHER**
- **GAME TYPE**
  Wrestling
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-4 players, Memory Card, DualShock 2

DETAILS

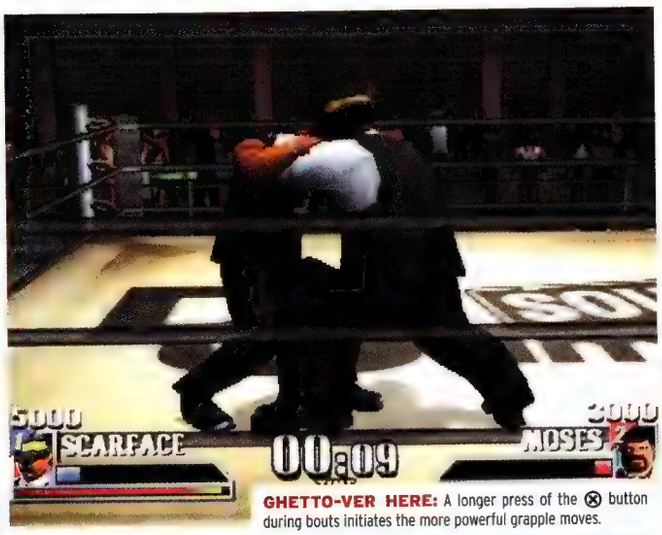
- 45 characters, including 12 Def Jam artists.
- Three modes: Story, Battle and Survival.
- Ten pixel-perfect arenas to battle in.



BLINGING HECK: This Spider fella is one of only four fictional characters that are playable in Season mode.

IMPACT POINT

Not one playable dawg gives you the option of pulling out a piece and 'whacking' your opponent, but they all boast impressive special moves. Build up momentum until you achieve blazin' mode, and then hit ◻ to finish them off.



GHETTO-VER HERE: A longer press of the ⊗ button during bouts initiates the more powerful grapple moves.

THAT'S A RAP: A low energy bar shows that the end is near.

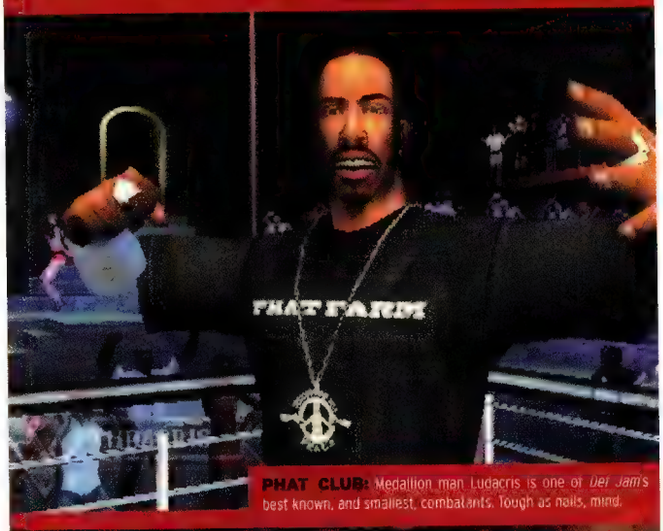
GIRLS ALLOWED: Getting dumped is never a nice experience. Poor old Spider.

LYRICAL GRAPPLERS

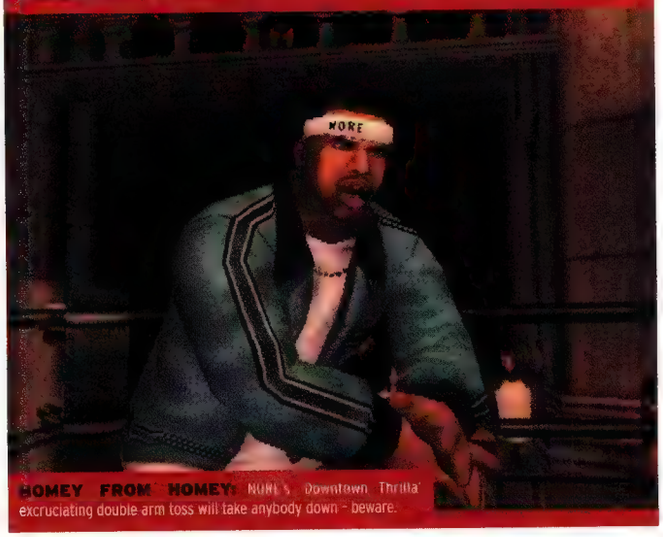
Disappointingly, some of Def Jam's most famous artists, such as Lt. Cool J (damn we'd love to beat his punk ass) and Ja Rule, do not appear in *Vendetta*. Don't despair, though, as there are still plenty of big names at your disposal. Some are slightly larger than their real-life counterparts, but the likenesses are apparent nonetheless.

HELL, CAPONE: Capone's finisher is a rather undramatic poke to the chest.

KEITH IT REAL: Murray's moves include the impressive, but not very nasty, 'Slam Dance'.



PHAT CLUB: Medallion man Ludacris is one of *Def Jam*'s best known, and smallest, combatants. Tough as nails, mind.



HOMEY FROM HOMEY: Nore's 'Downtown Thrilla' excruciating double arm toss will take anybody down - beware.

also receive a rather personal collection of her amateur photography...

Semi-pornographic snap shots are not, however, the only reason to progress. Good performances are rewarded in cold, hard cash, which can, in time-honoured beat-em-up fashion, be spent on improving your combatant's attributes. The only down side is that the story's plot is identical each time you play, with precious little allowance for real decision making. Factor in EA's strange decision to allow only four playable characters in Career mode, and this dangerously limits its replay value.

Fortunately, there's another element to *Vendetta* that simply demands that you return time after time, and this is the grappling itself. With an intuitive control system programmed by Japanese wrestling game experts Aki, the momentum of the match swings back and forth just a real fight. Quick taps of the ◻ and ⊗ buttons produce rapid, weak attacks, while longer presses result in far more powerful, but easily countered, manoeuvres. And while there may not be the range of moves offered by something like *Smackdown! SYM*, all the slams replicated here are executed with smooth animation and shuddering impact.

We're not going to pretend that we wouldn't like a bit more in the way of match types. When you're used to ladder matches and hell in the cell, a selection of single, tag and battle royal seems a little sparse to say the least. We're also slightly bemused by the complete lack of a Create-a-Wrestler mode – it would be so much nicer to destroy Method Man and Capone in your own name. And tracksuit. These criticisms shouldn't deflect too much, however, from what is an excellently put-together game, rounded off in style by a soundtrack boasting hits from many of the featured rappers. Word. **PSM2**

Yo yo yo – Def Jam Vendetta will be out on 'the streets' on May 25th.

"SEMI-PORNOGRAPHIC SNAP SHOTS ARE NOT THE ONLY REASON TO PROGRESS"

CAPONE'S CHOICE

1 **WWE SMACKDOWN! SHUT YOUR MOUTH**
Championship-winning grapple action, with more match types than a fireworks display.

2 **DEF JAM VENDETTA**
Easy, pick up and play wrestling designed for people who like rap music.

3 **LEGENDS OF WRESTLING 2**
Hardcore fans like it, everyone else refuses to acknowledge it.

PSM2 VERDICT

GAMEPLAY
+ Sophisticated match engine rewards variety in your attacks.
- Cries out for at least a couple more match types.

GRAPHICS
+ Excellent animations – the moves actually look like they hurt.
- The arenas lack *Smackdown!*'s sparkle.

SOUND
+ A constant stream of quality rap and hip hop.
- Could do with more than the odd yelp from the commentator.

LIFESPAN
+ Two-player mode will keep you entertained for months.
- The Story mode needs a bit more interactivity and variety.

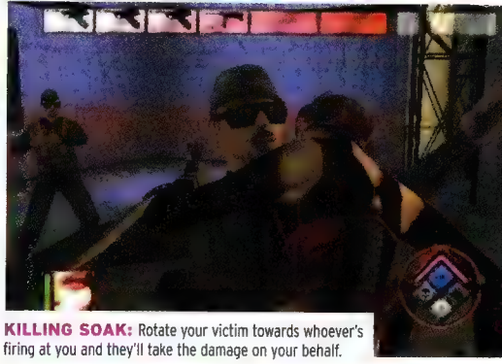
OVERALL
A very entertaining and technically sound chunk of wrestling action. THQ should be looking over their shoulders for the sequel...

75

BITCHIN'

OUT UK now

BLOODRAYNE



KILLING SOAK: Rotate your victim towards whoever's firing at you and they'll take the damage on your behalf.

Yeah, blood reigns. Better than all the other bodily fluids put together (eewww).

Stick with this one, get past the shakey level set in the Bayou – complete with all its 'Allo 'Allo cod French accents – and you'll find a half-decent adventure lurking beneath. Bizarrely, it's the arrival of the Nazis that turns the tide. They've got better weapons than the cowpokes of the swamps which happily means that, once you've sliced them up, you get better weapons, too, by nabbing theirs. Plus, by the second section of the game, Rayne's abilities are such that she's actually a lot more fun than the limited half-vampire you start with.

Her time dilation move does the old Matrix trick convincingly enough, while using your victims as body shields while you feed on them and others ensures that you're always ready to burst into your signature Blood Rage mode when needed. Flip into this revoltingly gory, red-tinged berserker fit and you get the slow-mo effect gratis, while every attack becomes a hell of a lot more potent. Which, strangely enough, is the exact point where *BloodRayne* falters.

Combine the two abilities above with the tactic of storing up your special weapons for the boss battles, and everything becomes ridiculously easy. It's a flaw that's exacerbated by the 'one button does everything' fight system that results in you pounding L1 and continually being surprised when Rayne suddenly performs one of her special moves. Again.

Couple this with an unclear list of objectives that leaves you wandering about levels unsure what to do next, and even the arrival of the Panzerfaust as a special weapon can't lift this above just being a 'more shooty *Blood Omen*'. Which is a pity, as Rayne's a whole lot easier on the eyes than some stringy old goth who's overdone it with the powder puff. **PSM2**

It's vanting to bite your finger right now.

OVERALL

There's a lot between you and a good time here, but hang in there by the skin of your pointy teeth and you will, eventually, hit a vein.

67

RED RUM

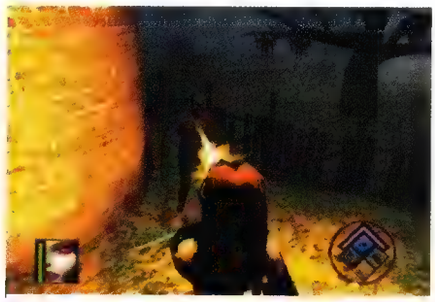
INFO

- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

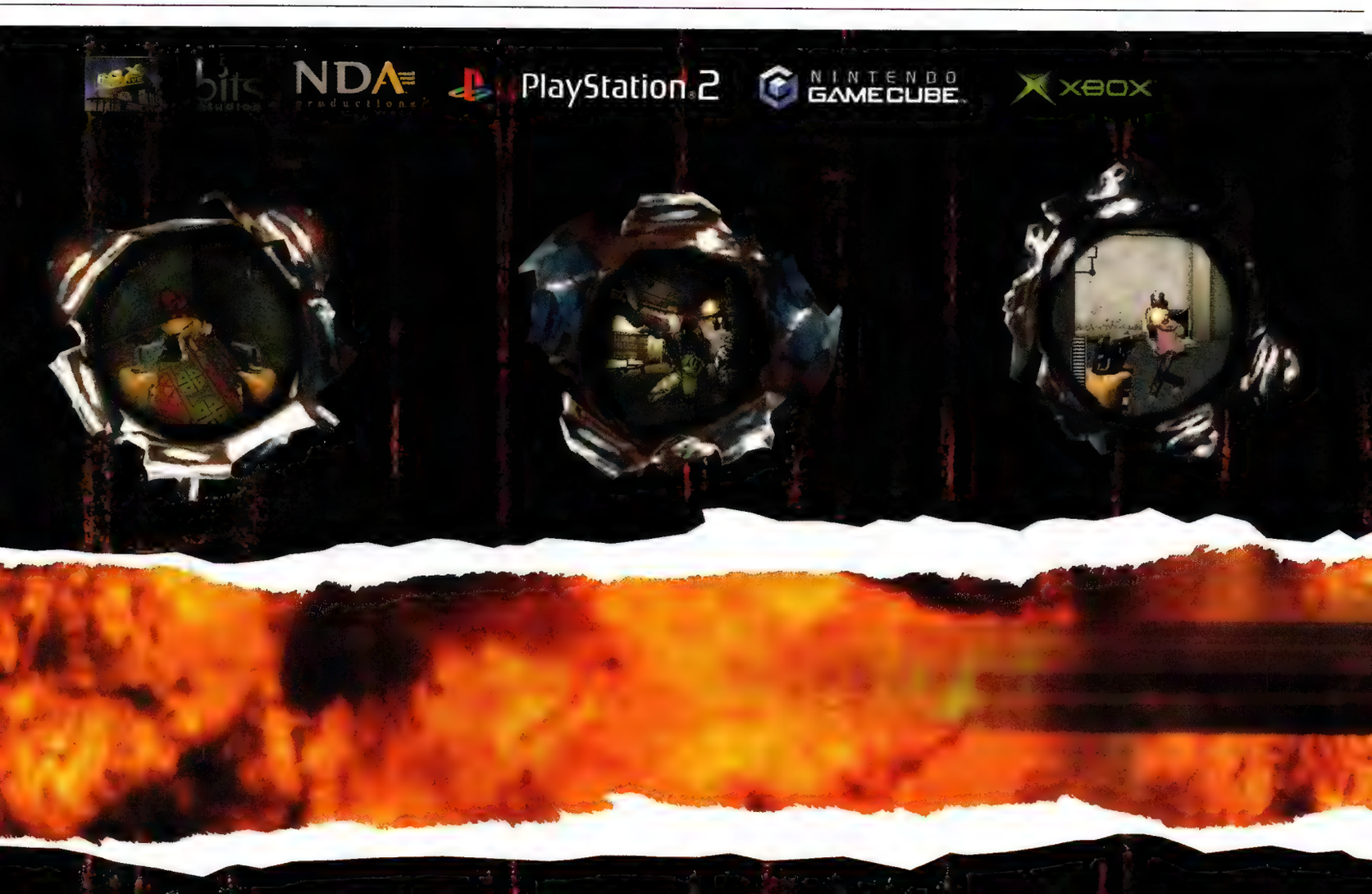
DETAILS

- Four D-pad triggered specials, including aura vision and time dilation.
- A large array of weapons, including cool pistols and grenades.

CHOPPING WRIST: Utilise your wrist blades and, before you know it, your chopping veg like Woral Thompson's commis chef.



ZOM BB GUN: Favour the heavier weapons and you'll literally cut the opposition in half once you open up.



OUT UK JUNE

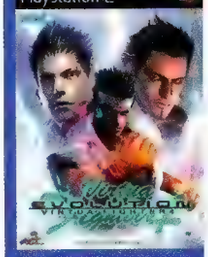
VIRTUA FIGHTER 4 EVOLUTION

Fighting games have finally evolved. No more button-mashing fluke wins here – only true experts need apply.

INFO

- **DEVELOPER**
  Sega AM2
- **PUBLISHER**
  Sega
- **GAME TYPE**
  Fighting
- **PRICE**
  £39.99

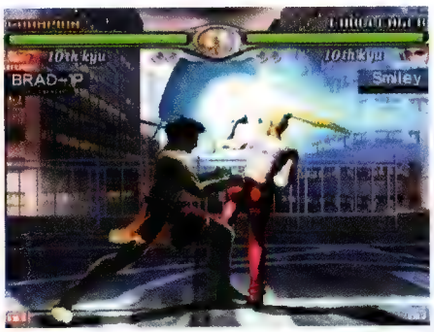
PlayStation 2



DETAILS

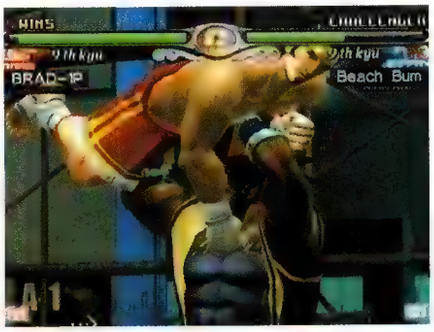
- Six modes: Quest, Arcade, Trial, Training, Mission and Versus.
- Over 400 accessories to snazz your fighters up with.

If you missed last issue and assume we've flipped by allocating such a high-brow title as *Virtua Fighter 4 Evolution* the same space as *Whirl Tour*, think again. This is a PAL review update to appease the software companies that take exception to us reviewing the import code, and telling you how damn good the game is a month early.



EVE-HO: Two new fighters enter the fray, and the moves for all existing fighters have been enhanced, which makes for silkier scraps.

The upshot of all of that is that if you were previously slightly numbed by the elitist combo strings and almost painfully demanding Kumite mode of *Virtua Fighter 4*, then you'll be pleased to hear that revisions have been made to make combos such as Akira's Rising Knee technique more accessible and unlockable extras more easily obtainable via the Quest mode.



EVE IT OUT: A rammed training mode allows you to brush up on your Auto Reversals and Tech Juggles, making defeat unthinkable. Er...

Aside from smoothed move sets across the board for all existing characters, two new combatants enter the fray – Brad Burns, an Italian (although not in name) kickboxer, and Goh Hinogami, a Judo master. Of the two, Goh stands out as being the only worthy addition as his grab and throw techniques puts a new tilt on the more stand-offish styles of his fellow cast. Also included is a training mode which should prove rewarding for experts and novices alike, as you get to practice styles and complex Auto reversals against a gleaming, bobbling-boobed Dural.

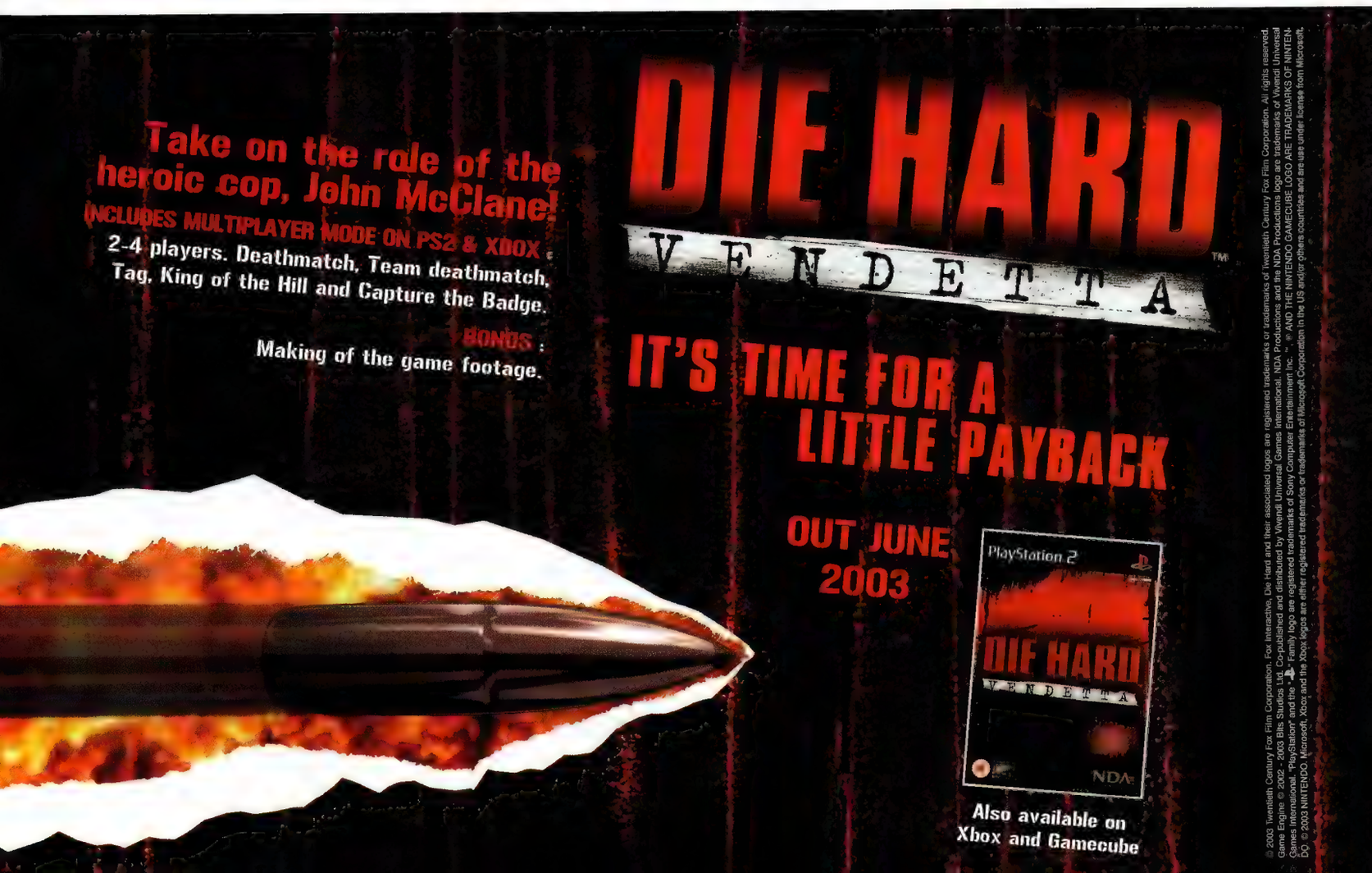
All this makes for a much more welcoming game, but you'll still need to put in more hours than you'll ever be able to spare in order to reap all the rewards. **PSM2**

Evolution will be out in June.

OVERALL
A much more engrossing and accomplished fighter, but one which knocks you to your knees before thrusting you up to heaven.

87

CONVERTED


Take on the role of the heroic cop, John McClane!
INCLUDES MULTIPLAYER MODE ON PS2 & XBOX :
2-4 players. Deathmatch, Team deathmatch, Tag, King of the Hill and Capture the Badge.
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IT'S TIME FOR A LITTLE PAYBACK
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IMPORT REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

OUT UK SEPTEMBER JAPAN NOW

SOUL CALIB

"A BIT LIKE POP IDOL, ONLY LESS IMPORTANT TO THE FATE

UR 2

OF THE CIVILISED WORLD"

Namco's 'other' fighting game finally returns, this time polished, dangerous and honed to a gleaming edge. Welcome back to the stage of history...

REVIEWER: Joel Snape

INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Namco
- **PUBLISHER** Namco
- **GAME TYPE** Beat-em-up
- **PRICE** ¥6,800
- **EXTRAS** 1-2 Players, DualShock 2, Memory Card

DETAILS

- Arcade, Versus, Practice, Time Attack, Survival and Team Attack modes – also available in EX style.
- More than 100 Weapon Master missions.
- 200 weapons.

Ba-da-da-*daaaa*-*daaa*-*daaa* goes *Soul Calibur*'s menu music, and it just gets better from there. There's something unapologetically enthusiastic about the whole thing, from sweeping tunes like 'Unwavering Resolve', to the narrator's straight-faced fighter introductions ("His gentle eyes show a strong will") that you can't help but like. It wants to be epic, it wants to be amazing, it wants to be *loved* – and you just can't help being caught up in the moment. A bit like Pop Idol, only less important to the fate of the civilised world.

Side by side with the last game (on Sega's Dreamcast), the improvement's gawpworthy. The characters' trousers – always the test of a good polygon engine – billow perfectly, hair ripples in the breeze and Ivy, um, bounces. The facial animations are slightly more stylised, with characters grimacing and frowning as they go at it. The animation is more fluid, the transitions between moves looking effortlessly graceful and impacts look brutal. The backgrounds are still a bit short on action, but they're huge and proper 3D – look out for the fog rolling over the mountains in the castle, or the cogs churning in Talim's stage. Taking a cue from *Tekken*, they also vary in style – some open, some walled, one actually *triangular*. It makes for an interesting tactical mix, as some characters (Cervantes, say) relied heavily on getting easy Ring Out wins in the last game, and winning with them in an enclosed space is noticeably tougher. The best areas mix walls or pillars with chasms, forcing a scramble for positional superiority. Which is where *Soul Calibur*'s most famously clever bit comes in.

For those not acquainted with it, the eight-way run's arguably the single best innovation ever to grace a 3D fighting game, which is why every version of *Tekken* and *DOA* comes closer to nicking it outright. Basically, push the D-pad or left analogue in a direction, and that's the way your character moves. Apart from letting you circle around for the advantage, the sidestep movement's even quicker, and hence more effective at dodging vertical slashes. Excellent.

HEY AS A KITE. The grumpy old *Tekken*ite's good at thumping people into the air for an extended juggling combo.

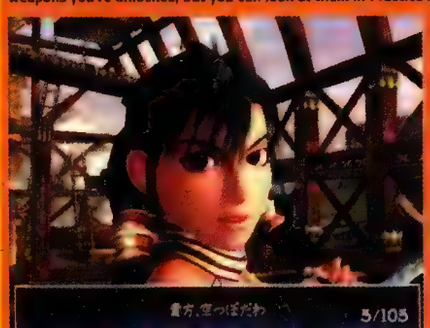
"IT WANTS TO BE EPIC, IT WANTS TO BE LOVED – AND YOU JUST CAN'T HELP BEING CAUGHT UP IN THE MOMENT"

Continuing the defensive theme, the Guard Impact system's been made slightly easier, so that rather than fiddling about with the diagonals and attack buttons, you simply hold down Guard ▸

CAGE BEFORE SEARCH. Although walled arenas are less dangerous than others, you still don't want to get trapped on the edge.

EX APPEAL

From your first foray into the training arena, unlockable extras explode out of *Soul Calibur* with pleasing regularity. Play on EX Extreme difficulty, grizzle at the sepia-tinted artwork endings in Theatre mode, dress your fighters up in the skimpiest of garments imaginable – it's all there, waiting to be unlocked. The only obvious omission we can find is a gallery of all the weapons you've unlocked, but you can look at them in Practice mode.



KANJI KICK IT. Listen, repeat and learn Japanese fighting talk with the selectable voice samples mode.

CASH SLASH. 42,000 gold pieces this picture cost us. That's about the same as 20 exquisitely crafted antique weapons. Bah.

SOUL MATES

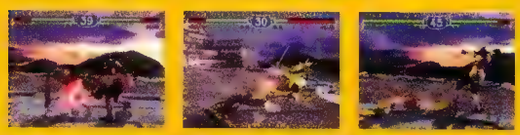
Time-travelling space ninja: likes flags and masks, WLTM upper-class pirate into leather and whips. GSOH essential.

SOUL SURVIVORS

They're popular, they're well-dressed, they're unlocked from the start...

VOLDO

Voldo's easily the most disturbing character ever to grace a beat-em-up. Blind after spending much of his life guarding a pile of gold, he's surprisingly good at slapping people with his metal glove-thingies.



Voldo is at his best in his alternate 'skulking along the floor like a snake' stance, from where he can whip out hits to his unsuspecting victims at top speed – even when his opponent's behind him. Croak.

XIANGHUA

Showing what a feminist bunch the Namco team are, Xianghua won the last *Soul Calibur* tournament. And yes, we're assured dressing up as a French maid was very popular among mercenaries in the 16th century.

Playing as Xianghua, a double-tap of ⓑ+Ⓐ produces a sword-twirl stab combo that's as graceful as it is effective. It's one of the most basic moves in the game, but works amazingly well.

MAXI

He looks like Elvis circa Viva Las Vegas, sounds like Bruce Lee, works as a pirate and thirsts for vengeance. Yes, it's Maxi, the buccaneer who's the closest to an Eddie Gordo-style character you'll see in *Soul Calibur*.

Maxi's breakdancing move has to be seen to be believed. We've given ourselves enough dead arms with nunchaku that they're *never* going this close to our groins. Look out for the impromptu drum solo at the end.

ASTAROTH

Astaroth's your typical chunky-bloke-with-big-axe, with ridiculously plodding move start-ups and frightening range. Keep an eye out for his third costume – Voldo's not the only one with a penchant for eyeless gimp masks.

A quick quarter-circle and Ⓐ, and Astaroth whacks you in the belly with an axe, following up with the twirly attack that's a contractual obligation for any big muscular beat-em-up character.

KILIK

He lost the mirrored sash that protected him from his demonic influences, but Kilik's now able to keep his urges in check on his own. Apart from the ones about dressing like a member of Westlife.

So, your opponents are blocking rather a lot, are they? Try a quarter-circle back and Ⓐ for a leg-sweep that'll toss them all straight over Kilik's head – unless they block low in the nick of time, that is.

TALIM

Talim is the last in a line of wind priestesses with the ability to talk to the air – although, presumably this is not in the same way as mad tramps in train stations. She's obviously the quick-but-weak choice.

Double-tap forward and press Ⓐ+Ⓞ for a hop forward. It's a versatile move that either chains into a magnificent wall jump (if you – der – hit a wall), a double-handed slash or alternatively a two-hit dropkick.

TAKI

Taki's long-range somersault moves might be hopeless on small areas, but in a walled area there's no-one better. She's lightning quick with her ninja shortsword, wears an impractically tight catsuit and spins on her head.

Ah, but we love the huge somersault move. It's chainable into a suicide dive, backwards slash or quick kick, and never fails to confuse beginners. 'Toh!'

"WE'RE ASSURED DRESSING UP AS A FRENCH MAID WAS VERY POPULAR AMONG MERCENARIES IN THE 16TH CENTURY"

HEIHACHI

Tekken's pensioner has been time-travelling, hoping each time that the next leap... is the leap home. No, wait, he's trying to reunite his parents so he can go back... to the future. Hang on, we've got it written down somewhere...

Because he's got to have a horizontal/vertical slash feature, Heihachi's uppercuts are assigned to Ⓐ, with a cool new backfist move on back+ⓑ. His best move's still the punch-punch-doubleslap combo, though.

MITSURUGI

Beardy ronin Mitsy's on a quest for power. He's never really grasped the idea of the arms race, and he's looking for a bladed weapon that can match a breech loading musket. Fact: his topknot weighs more than his head.

Play Mitsy for me. His best move, as it's always been, is the low sword stance, from which it's possible to launch into a fatal series of rapid thrusts, or the brutal impale-stomp-off-sword manoeuvre.

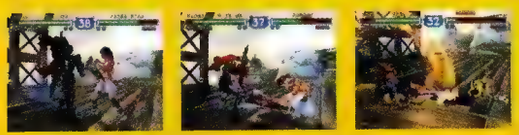
HONG YUNSUNG

The protégé of Hwang, Hong aims to prove that he's stronger than his master and drive the Japanese out of Korea. He practices Japanese broadsword and kicks, with throws incorporating some fancy footwork.

Once you've knocked someone to the ground and shoved a sword through their lungs, it's commonly accepted as unsporting to axe-kick the blade further into their gastro-intestinal tract. But Hong does it all the time.

NIGHTMARE

Formerly known as Siegfried, Nightmare abandoned his job as half of a popular illusionist duo when he was transformed by the Soul Edge. Possibly. He still has the blade, with which he wants to avenge his father's death.

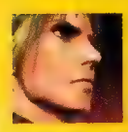


Nightmare's got a vicious uppercut on Ⓐ – hold the button down, and he keeps the sword aloft for a potential follow-up. Hold back, and he does it at super-flamey unblockable strength. Roasting.

IVY

Calibur's main concession to droolery, Ivy comes in 'formal' and 'bursting out at the seams' varieties. She's the daughter of Cervantes, with some of the longest range attacks and trickiest unblockables in the game.

Hold the button down after most of Ivy's moves, and she twirls the whip around her head or wraps it round her waist, instead of carrying it as a sword – leading to her more long range attacks.



RAPHAEL

Following betrayal by his relatives, aristo Raphael's on the run. He's dragging an orphaned peasant girl along on his search for the Soul Edge, which he plans to use to destroy his Gauloise-puffing family. Zut alors!

Raph parries an incoming attack, ripostes with quick stabby motions and finishes with a lightning blow. It's also possible to do a ballerina-style twirl out of his alternate stance. C'est merde pour l'adversarie, non?

I KNOW YOU GOT SOUL

These series mainstays handily pop up after the first couple of missions.

CASSANDRA

Sophitia's little sister's inherited the main family traits of a) thinking God talks to her and, b) wearing a ridiculously short miniskirt. She's searching for the Soul Edge to save her sister's children.

Cassie's best attacks tend to be short knees that are linked into flurries of sword-play. Tapping Ⓡ+Ⓐ shields, which is a bit like a 'repel', except that it only does a small amount of damage.

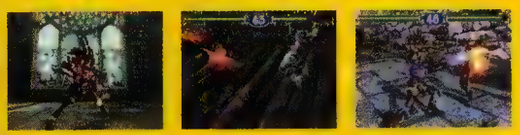
CERVANTES

Living proof that you shouldn't mess about with the Soul Edge, he got a bout of amnesia after getting a kicking from Xianghua, only recovering after finding a fragment of the blade. Fact: his pirate ship's called the 'Adrian.'

Bleurgh... blaargh... hweurgh! Cervantes shoves both swords through his opponent's stomach, steps back to admire his handiwork, then gives them a bloody great hoof across the screen. Ow, my liver.

CHARADE

"OK, it's a film. Three syllables. Sounds like..." When he isn't amusing Christmas gatherings, floating eyeball Charade's impersonates another, randomly chosen character. A bit like the Edge Master from *Soul Calibur*.



Well, he doesn't have any moves of his own, does he? Pay attention...

YOSHIMITSU

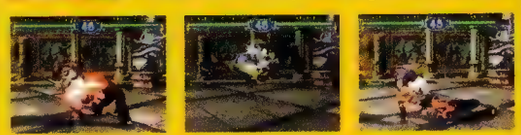
Yoshi looks much more comfortable in the world of *Calibur* than wrinkly grandad Mishima, changing his wardrobe with J-Lo regularity and retaining most of his best moves from *Tekken*.

Yoshi's new throw's the pick of the bunch – he uses his sword as an impromptu helicopter as he hoists an opponent up in the air, just prior to slamming them into the ground at top speed.

"WHEN HE ISN'T AMUSING CHRISTMAS GATHERINGS CHARADE IMPERSONATES ANOTHER CHARACTER"

SOPHITIA

Sophitia's grown up a bit, but the short-sword-wielding oracle's as hard as ever. She doesn't trust her sister to destroy the Soul Edge alone, so she's left Pyrrha and Patroklos with her hubby while she goes on a new quest.



Ah, the *Soul Edge* classic – Sophitia perches on her opponent's head, twists around, snaps their neck and then lounges about with the breeze wafting her skirt about. Several nearby teenage boys spontaneously implode.

SEUNG MINA

Seung originally followed Hwang around in his search for the Soul Edge, but now that he's disappeared she's going it alone. With a big spear/halberd thing she's got the best range in the game, but her combos tend to drag on a bit.

"OK – I'm going to walk forward twirling my pole like *this*... and it's your own fault if you get hit." Seung Mina takes a slightly childlike approach to instigating a rumble with a tap of Ⓡ+Ⓐ followed by, erm, another one.

SOUL-ED OUT

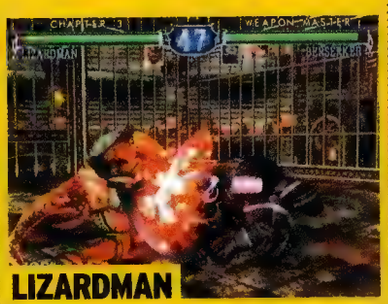
You'll only be able to play as these hybrid chaps once you've battled well into the game.

BESERKER

Proving that title dictates behaviour, Beserker specialises in – yes – going beserk. You'll find him dressed in a variety of outfits, from 'gigantic armoured baby' to '1950s Chevrolet' in Weapon Master's tedious Dungeon Exploration missions. He isn't particularly hard, since he only knows a few of Astaroth's moves and tends to blunder out of the ring a lot.

ASSASSIN

Not so much a 'character' as an 'alternate outfit', Assassin pops up as yer token bad bloke in Weapon Master mode and, rather unexcitingly, shares most of his moves with Yunsung and Xianghua. He has a variety of snazzy outfits to impress the ladies with, all of which involve wearing a big hood. It's what the kids are wearing these days, we hear.



LIZARDMAN

Is it a lizard? Is it a man? No, it's some hideous sort of lizard... man. Almost unbelievably, the most forgettable of *Soul Calibur*'s extra characters returns as an unlockable fighter in Weapon Master mode – perversely enough, sharing quite a few moves with babes Sophitia and Cassandra. He's – aha – a cold-blooded killer. See? Eh?

INFERNO

Only available as a boss, you have to suspect that Namco were rubbing their nerdy hands with glee after realising that they could make a character who sheds flame all over the screen when he gets hit. Doesn't even slow him down, or anything.

INFERNO

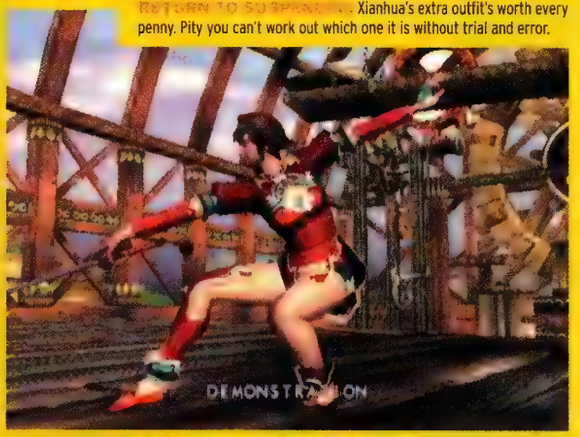
Inferno doesn't actually have many moves of his own – he starts out by mimicking his opponent's moveset, then shifts to a different random set twice as his energy depletes. His best move's a floating-spinning twirly thing that's punishing, but easy to dodge.

IMPORT REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

[illegible] The green man's there as part of a deal with McFarlane toys - they're producing a range based on the game.

RETURN TO SOPHITIA Xianhua's extra outfit's worth every penny. Pity you can't work out which one it is without trial and error.



[illegible] All the characters do proper kung fu forms in the intro. Shame you can't pick which to watch.

LOOK, BUT DON'T TOUCHÉ

The hilt-to-hilt sword struggles of previous incarnation *Soul Blade* are gone, as are the weapon-smashes – leaving the emphasis in *Soul Calibur 2* on lateral movement and setting up a flawless defence. Some characters have extra counters that perform similar functions to the usual parry or repel, and a few have deadly striking moves that then chain into throws. It's instinctive rather than complex, but still darn tricky to master.

SHOVE ME TENDER: A repel pushes an opponent back, leaving them vulnerable to a quick combo. Get bashing...

PARRY MANILOW: Parrying a mid or low attack sends them stumbling past - perfect for a cheeky side-throw.

with forward or back to parry and repel. The flipside to this is that you can't repel low attacks or parry high ones, which at least forces you to rely on both moves. Purists might whine that it oversimplifies matters, but assigning every defensive move to the Guard button actually makes things more intuitive. On the offensive, *Soul Calibur*'s theme's the same as ever – moves and short combos are easy to pull off, keeping the action fast-paced, but button-bashing rarely works. Other areas just see mild adjustments – for instance, it's now possible to move during a Soul Charge, which makes them a more effective tactic against turtling opponents.

The characters have seen similar tweakage, eliminating nearly all the shared moves and adding a load of new ones – Ivy's now got a fab whip-twirling alternate 'stance'. Elvis impersonator Maxi's been toned down a touch, although he's still one of the most twirlingly confusing characters in the game. Conversely, Astaroth's improved, with more moves that link into throws. Raphael ("a solemn madness hones his blade", apparently) is the best of the new bunch, all sneery French overconfidence and rapid-fire stabbage. Most of his basic attacks can be chained into a sword-twirl parry and he's got some lightning-quick

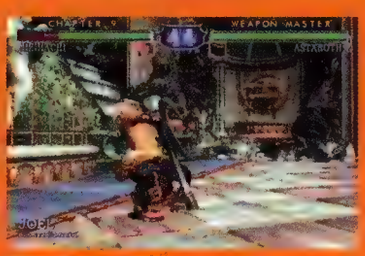
LIVE BY THE SWORD...

Whereas the original's Edge Master mode featured a set of missions that were tailored to each individual fighter, Weapon Master in this version pits you against more than a hundred missions that can be tackled with anyone you care to choose, shifting weapons and styles whenever you like. The normal mode isn't much of a challenge, even for a novice, and simply eases you in to the various strategies it's possible to use against your opponents – but things get much tougher when you're up against Weapon Master EX.

[illegible] Quicksand bogs you down if you stay still - but also makes you less vulnerable.

[illegible] Don't stand on the melting-hot rock for too long, or you'll get melted.

[illegible] Fighting against Charade's legs requires mastery of low attacks and precision vertical slashing.



NOW YOU SEE HIM: Fighting a big axe gets tricky, since you haven't got much idea of what's coming up.

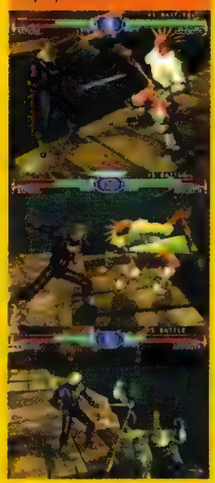
TAG TEAMS: Here you have to be the last to take a hit - do a throw with three seconds on the clock, and bosho!

[illegible] Look! Loook! You can almost see up her dress. Except that you can't. Clever (spoilsport) programmers, see?

He's a lot like Hwang, and his second costume's a bit crap. Brilliant kick moves, mind, and he's got the classic invisible extra sword.

IMPACT POINT

You're on your very last wisp of energy, but an overconfident opponent, a parry and a lightning thrust at the ring's edge turns the tables at breathtaking speed. Let's just watch that on the replay, shall we?



evasion moves, allowing you to dance around opponents with garlic-munching disdain. He's tough to master initially, but the sheer Errol Flynnishness of his style makes it worth the effort. Tonfa-wielding priestess Talim ("she rides the wind freely, singing her wind songs", which is nice) comes in a close second. She's a bit similar to *Tekken*'s Ling Xiaoyu – lots of acrobatics and twirly moves – with a couple of deceptive unblockable attacks and a stack of quick combos. Heihachi ("he's a grumpy old bastard", or something) just looks uncomfortable – he's basically the same as his *Tekken 4* incarnation, and his chunky wristbands don't seem that well-matched against an eight-foot halberd. Spoiling the party is Necrid, a typical Todd McFarlane musclebeast with a morphable blade. He's a bit awkward to handle, but still well balanced enough to be decent enough in Versus mode.

The arcade's Conquest mode has been replaced with the Weapon Master quest, a retread of the original *Soul Calibur*'s Edge Master mode. Here you're pitted against varying numbers of opponents in drastically varying match conditions, earning cash to spend on the dozens of alternate weapons available. At the start it's laughably easy (knock Voldo out of the ring? Why not just *give* you the spear?) but later it's wearyingly tough. Think you can beat Sophitia when she's got three times as much health as you, only juggles have any effect and your health drains with every hit? Fine – how about beating five characters in a row, starting with half health and not recovering any between rounds, in under 15 seconds each? Mercifully, you at least get to switch characters mid-quest, so you can use (say) Heihachi for juggling and Maxi for quick hits. The map's structured so that you're rarely stuck on a single bout, and completing them quickly becomes an addiction. Once you've earned the Extra modes – basically tougher versions of Arcade, Versus, Time Attack and Survival – you're able to use the weapons you buy in them. Cleverly, rather than simply being 'better', some give *and* receive more damage, some are longer but drain the user's health, and a couple are invisible – it's all about matching the appropriate one to your playing style.

If you've been turned away from the close-combat fold by repetitive iterations of well-worn series or phone-book move lists, *Soul Calibur*'s the perfect excuse to leap back in. Instinct and reflexes are more important than tedious combo-memorisation, and you'll quickly strip the moves you need down to the essentials. For experts it's less of a leap in gameplay, but still a zinging new take on an excellent engine. It's like Erik B and Rakim said – you gotta have *Soul*. **PSM2**

"THINK YOU CAN BEAT SOPHITIA WHEN SHE'S GOT THREE TIMES AS MUCH HEALTH AS YOU?"

DUELLIST'S CHOICE

1 **SOUL CALIBUR 2**
Accessible, lightning quick and gorgeous. Equally great for veterans and those new to the series.

2 **TEKKEN 4**
Still superb, but getting a tiny bit stale these days.

2 **VIRTUA FIGHTER 4**
Available in 'regular' and 'Evolution' flavours, this proves too imposing a challenge for all but the staunchest of fighters.

PSM2 VERDICT

GAMEPLAY
- Simple to pick up, with endless possibilities to master
- Not radically different from the last one.

GRAPHICS
+ Rapier-sharp detail mixed with buttery-smooth animations
- Shame there isn't more life to the still-lovely backgrounds

SOUND
- Exuberant music, ringing great clang noises, decent speech
- Voldo's wheezing makes us feel dirty.

LIFESPAN
+ A shockingly addictive quest mode
- Loses something if you haven't got any friends

OVERALL
***Calibur*'s the best paced, prettiest, most intuitive beat-em-up on PS2, if not ever. It doesn't move the genre on much, but what will?**

92

HIGH CALIBUR

IMPORT REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

OUT JAPAN NOW OUT UK TBC

FINAL FANTA

"A STREAMLINED FF10 WITH SOME NEW GRAPHICS AND AN INVENTIVE

SY 10-2

COMBAT SYSTEM – THAT'S THE TRUTH"

Spira destiny? Come on, you knew after all the work Square put into *FF10* that we'd be back for a second visit...

Jonnie Bryant

INFO

- **CODE TESTED** NTSC (JAPAN)
- **DEVELOPER** Square/Enix
- **PUBLISHER** TBC
- **GAME TYPE** RPG
- **PRICE** See Importer
- **EXTRAS** 1 Player, DualShock 2, Memory Card

DETAILS

- More than 15 costumes to switch between including the dapper but lethal Samurai and Dark Knight.
- Over 90 missions to tackle in any order you fancy.
- All the locations of the original title, plus a smattering of new ones created solely for this adventure.

Look beyond the hype that accompanies any *Final Fantasy* release, try really hard not to get distracted by Rikku's suggestive half smile, tear your eyes away from Yuna's hotpants for just a minute – oh go on, trrrrry – and, what do you find? A streamlined *FF10* with some new graphics and an inventive combat system. Sorry, that's the cold harsh truth.

That's not to say that this doesn't still outdistance a stack of other RPGs – *Wild Arms*, *Jade Cocoon 2* and their ilk can all go whistle. But, no matter how we look at it, *10-2* is more of an add-on than an all-new *FF* in its own right.

NEW BARRYMORE

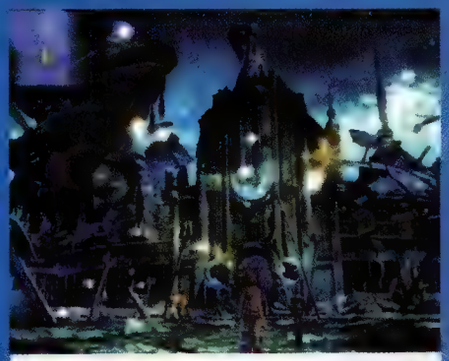
So, departures first. This time it's a girl trio out for high adventure as per a Hollywood blockbuster staring Cameron Diaz's arse. A cynical ploy on Square's behalf? Well, hats off to them. Making an RPG sexy is like Ann Widdecombe paying a visit to The Salon, but somehow they've done it. Rikku's a fox, Yuna retains her girlish charm, while Paine... Well, there's probably someone out there who goes for pale, sulky, rock-a-billy tomboys. Sexual frisson aplenty then, so much so that it even spills over into the realms of combat.

"MAKING AN RPG SEXY IS LIKE ANN WIDDECOMBE PAYING A VISIT TO THE SALON, BUT THEY'VE DONE IT"

The whole Dress-Up mode throws up some interesting variations in costume design while, at the same time, allows you to tailor your trio of battlers in true *FF* fashion. One early combo that we found worked well was Yuna dressed as a White Mage for healing purposes, while Rikku and Paine went on the offensive as a Black Mage and Knight. Nothing's written in stone, though – unless you receive some status disability that stops you swapping costumes mid-scrap. The

INSIGHT

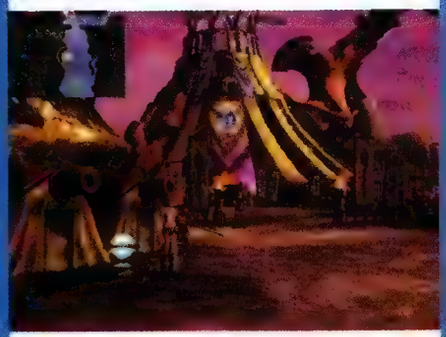
- All the characters from *FF10* appear. Kimahri is living in the mountains, Wakka and Lulu are breeding like rabbits in Besaid, and Tidus... Well that would be telling...



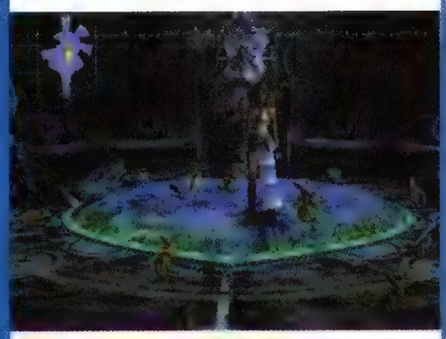
ZANARKAND DOME: Pretty much untouched, although the lead up to it is a damn sight quicker this time round.

SPRUCE FORSYTHE

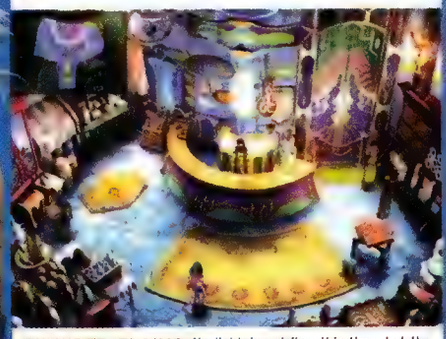
As you work through the different missions you get to visit every location from *FF10*. Some are pretty much as you left them the first time round, while a few – like the devastated Kilika, for instance – have received a much-needed wash and brush up for this latest adventure.



MI'IHEN ROAD: The clifftop where the first battle against Sin took place is now covered by this huge marquee.



THE CHAMBER OF THE FAYTH: Now filled with these long-eared monkeys that you can steal Gil off if you're quick enough.



THUNDER PLAINS: No lightning strikes this time, but the shop in the centre is almost exactly as it was.

IMPORT REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

IMPACT POINT

The game's divided into five levels and each of these are broken down into a series of locations. Some have missions attached, while others are simply there to push the plot along.

BLAME IT ON TRIO

We've given you the heads-up on the leading three already, but what we haven't done is offered you an insight into a few of the vital stats and motivations that are driving our leading ladies all over Spira once again. For instance, did you know that Rikku's fear of lightning comes form her brother accidentally hitting her while he practised his spell casting?

RIKKU CHEN: At 17 she's the youngest member of the crew. Her father's Cid, and Yuna is her first cousin.

YUNA TRIPSE: She collects Jecht Spheres because she saw Tidus trapped inside one.

YUNA HAS FEARS: The loss of her family to Sin has left her moody and taciturn.

TIDUS RIGHT: But she's holding on. Will we finally see a resolution to this love affair? We're not telling, but it's worth every second.

affect this has is that you find yourself judging which fashion statement will work best against the current enemy. Lots of floaty mooks casting spells? Pull on your pointy hats with L1 and launch the counter incantations. Machina snakes with Gatling guns for heads? Bring out the blades and de-fang the lot.

INSIGHT

Boss battles come thick and fast in the game. There's one moment, however, where everything takes a sideways jump into a scene from Dynasty... Shhhh, say no more...

The other big change to combat comes with just how fast everything happens. You still have to deal with the shackles of random battles – imagine attending a convention for invisible muggers – but everything's a lot slicker. Things aren't *truly* realtime, but the way your ladeez charge up their next attack is dependant on what type of assault you opt for. A straight slap with a sword can be executed in no time at all. Go for a powerful spell instead, and one of your trio will leave themselves vulnerable while they power-up.

Predictably then, plenty of changes as far as battling goes – a given with the launch of any new RPG – but what else has been updated for this halfway house between *FF10* and *12*?

FOOT LUCY

Well, exploration appears a lot more open from the off. You start the game aboard an Al Bhed airship called The Celcius which can set you down anywhere within the current location list. Each mission, down on the planet, has a star rating for how difficult it is to complete. A refreshing touch. But while things seem more open, you inevitably find yourself opting for the easier tasks while your trooo slowly level up. It's a deceptive approach that suggests freedom of movement while still channelling you down a preferred path. And it's a move that becomes even more ingrained as soon as you move about on foot.

All the locations from *FF10* have been included, but most have undergone some serious redesign to spruce things up. Problem is, they're still all very linear in structure. The occasional new area does crop up, a fresh chest or ten can be found if you go a-huntin' but, for the most part, things are still pretty much a direct – if curtailed – line from A to B. We say curtailed because a lot of the footwork has been cut out to speed things up. Remember the section when you had to cross the causeway leading up to the Zanarkand Dome? Well it's gone, as are a number of other areas where leg work has been traded for more immediate access to the missions. True, you're never sure what you're going to be asked to do next – defend a wagon from bandits, dig through

"LOTS OF FLOATY MOOKS CASTING SPELLS? PULL ON YOUR POINTY HATS"

FIGHT TO REMEMBER

No doubting there's a lot of stuff for you to get your head around as far as combat is concerned this time. Dress-Up modes, elemental counters, bemani button bashes for some of the projectile attacks, defending one character while they charge up a spell... But, as with all *Final Fantasy* battle systems, things soon become second nature and you'll find yourself actually looking forward to the challenge of the boss confrontations.

CHOP FLOOR: You'll recognise the majority of monsters from *FF10*.

BIG FOR VICTORY: As the star rating rises, the monsters get tougher.

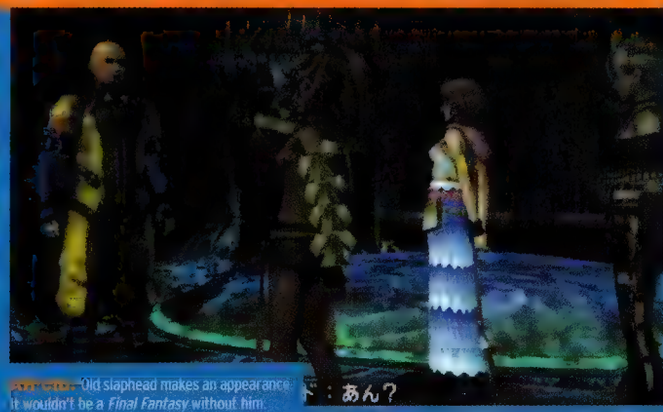
HEAD END: The tougher missions usually conclude with a boss battle.

BEAM SITH: Single assailants mean you can use spell attacks.

JIG ROLL: Everyone does a victory dance once your enemies are toast.

BALL OF THE WILD: All that hard work for what? A sphere.

EYES RIGHT: What is it with Square and the eyes? Paine's are red, Yuna's are odd colours and Rikku's got spiral irises...



ARCHIE: Old slaphead makes an appearance. It wouldn't be a *Final Fantasy* without him.

BIKINI BOTTOM: The girls aren't the only ones in their glad rags.

SPEC TICKLE: This bloke turns up in the last bit of the first level.

HACKING: You have to steal these soldiers' passwords.

"THE TONGUE-IN-CHEEK HUMOUR PULLS EVERYTHING BACK INTO LINE"

sand dunes for lost artifacts – but the variation does little to shake the sensation that everything seems smaller this time round.

CANDID CAMERON

It's the tongue-in-cheek humour that pulls everything back into line. Rikku's flirting raises more than a passing smile, while his blustery antics border on the slapstick. Couple this with the best CG work on PS2, a plot arc that involves doppelgangers and alternate universes and, despite the feeling of compactness, you'll still find enough goodness to keep you at it. Yes, it *is* laden with busywork and comes with an impoverished weapons list, but the 'dress up' mode and the possibility of unearthing a better conclusion to Yuna's and Tidus' love affair will be more than enough for the fans. Which, in turn, will be enough for Square and whoever publishes the game in the UK. Another 100,000+ units sold, cash tills going into overdrive and the memories of a crap film and a shaky online multiplayer rapidly fading into insignificance. PSM2

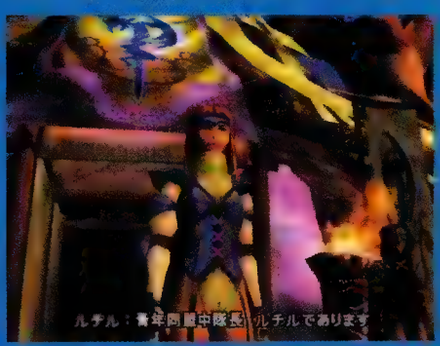
If you don't care about the storyline, you

DRESSED OUT

HEX PISTOLS: Here's Rikku in her Magic Gunner outfit. Very shooty. Plus it brings elemental factors to the attack.

You might be tempted to see the Dress-Up mode as nothing more than a variation on the Sphere Board of *FF10*, but it's actually very effective against enemies. For example, if you fancy opening with ability attacks all you have to do is tap L1 and get all your girls done up like popstars.

SUIT CHANGE: This Plate decides your costumes.



DOOR CRAFT: Some areas are out of bounds to start with, but completing sub-quests invariably opens things up.

NURSE YUNA: If you want a taste of Yuna in her old role, dress her up as a White Mage and make with the healing.

MOOGLE'S CHOICE

1. **FINAL FANTASY 10** Still the biggest, still the best and the only *FF* you should play if you're coming at the series fresh.
2. **FINAL FANTASY 10-2** Good on many, many levels but it just doesn't have the impact of *FF10*.
3. **KINGDOM HEARTS** Square dominate the top three, with this action/Disney mix still eating up our time back home.

PSM2 VERDICT

GAMEPLAY
+ The fastest turn-based action we've ever seen from Square.
- The random battles still make us weep.

GRAPHICS
+ Lush and beautiful like only Square know how....
- Erm... framerate's still a touch jittery in some of the cutscenes.

SOUND
+ The up-tempo jazz goes incredibly well with the action.
- The use of dubbing has been cut-down.

LIFESPAN
+ Not as long as the original but filled with stuff to eat up time.
- You return to the same locations for new missions.

OVERALL
As smart and good looking as the ladies that dominate the action but, ultimately, not as big or as compelling as Tidus' earlier story.

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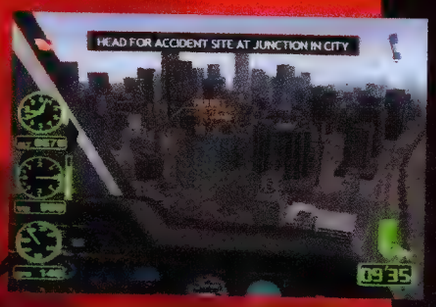
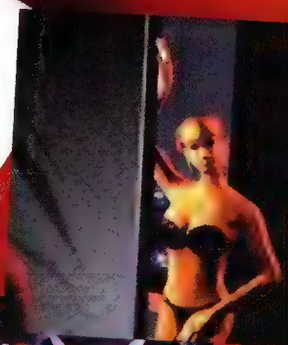
FAN-CIFUL

Dante's Inferno

welcome to hell...

Here you'll witness the worst the PS2 has to offer with our host – the Steve Martin of survival horror – Dante!





Hello there. I'm Dante, you may remember me from Capcom's *Devil May Cry*. Yes? Well, when I'm not smacking up puppets or making disappointing sequels, I like to maintain my collection of PS2 aberrations – an anthology of games that aren't just bad – they're crimes against humanity!

In my time I've seen more pain and misery than you could comprehend, the darkest secrets from the belly of Hell and a lot of things on the Internet that frankly can't be legal. I've seen things that would turn a man's soul black and his hair white – believe me – but nothing could prepare me for the hideous line-up of gaming evil you see before you. Read on if you dare, but remember, don't have nightmares. Oh, and don't buy any of them either.

USA RACER

Race across America in your Nan's old van in possibly the most pointless, least wanted racing game ever.

INFO
- **DEVELOPER** Davilex
- **PUBLISHER** Davilex
- **GAME TYPE** Driving
- **PRICE** £14.99

DETAILS
- Four cars in one race at one time. Holy Moly!
- Six to eight characters, I think. Sorry, I was distracted by a sandwich.

Well done to everyone involved with coming up with the title. Real snappy. Sadly though, it looks as though Davilex spent as much time developing the game as they did engineering that cracking name, as this is piss piss weak. This is driving at its most tepid. Choose an American stereotype – redneck, New Yorker, illegal immigrant – and their corresponding car, drive it round a city and smirk at the squealing noise that the wheels make as they sound just like a mouse farting through a trumpet.

And that's it. No story. When you crash it goes bullet time which strangely sucks all the excitement out of the collision and lends a five car pile-up all the impact of a crisp falling on a pillow.

The only aspect that stops this being completely benign is *USA Racer*'s irritating over excitement with its own weakness. It thinks it's ace because there's a guy called Sam B who says 'get your freak on' and it nearly wets itself that it's got police in it. What's even more annoying is it doesn't change no matter how much you shout abuse at it. It's a game you see, it can't hear you.

YAWN IN THE USA:

LESBI-GREY SOCIETY:

HORN STAR:

AWAY IN A RANGER:

"WELL DONE TO EVERYONE INVOLVED WITH THE TITLE. REAL SNAPPY"

DANTE SAYS
This game is more evil than Baron Greenback relaxing in a panda ski in Cracksoft while sipping on a baby seal smoothie

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TOKYO ROAD RACE

Racing sinks to new lows in the Land of the Rising Sun.

INFO
- **DEVELOPER** Taito
- **PUBLISHER** Midas
- **GAME TYPE** Driving
- **PRICE** £19.99

DETAILS
- A high score table that isn't lined up properly.
- Fully licensed motors.
- Does 'autumn' well.
- Capability to bore.

Tokyo Road Race is a virtual recreation of a road race, wait for it, in Beijing. Excuse me, my mistake, in Tokyo. For your driving delectation there's a selection of licensed Japanese cars to choose from, so you can live the dream of getting behind the wheel of a Mitsubishi Lancer or a Honda Civic and drive it round some mountain-side courses against some similarly exotic vehicles.

In an interesting development choice, Taito have given *TRR* the look of an arcade game but all the fun of a simulator. So as you struggle to drag your family car round the corners, you get some excited voice man going 'yeah, time extended' almost in disbelief that anyone's played this game for more than 30 seconds. Then there's the whiny rawk music which make it seem like a car chase from Scarecrow and Mrs King and a high score table that isn't even lined up properly.

There's nothing truly offensive or blood curdling in *TRR*, but it's such a beige cardigan of a game that you'll forget you've ever played it the second you switch off the machine.

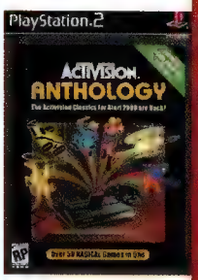
DANTE SAYS
TRR is so lame it doesn't good grammar deserve or a full sentence. It can suck phat one inc

45

ACTIVISION ANTHOLOGY

Comes complete with a free pair of rose-tinted Ray Bans!

INFO
- **DEVELOPER** Contraband
- **PUBLISHER** Activision
- **GAME TYPE** Arcade
- **PRICE** £14.99



DETAILS
- 45 games from the dark ages of gaming!
- Each game comes with complete instructions.
- '80s soundtrack.

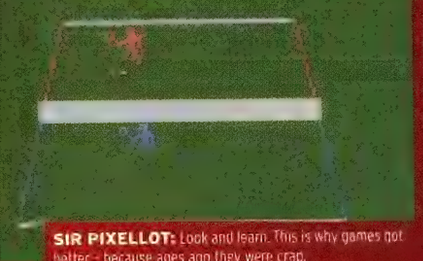
Remember all those great games on the Atari? Hello? Anybody? It was after decimalisation but before Acid House. You remember, they were rubbish. Anyway, Activision have bundled 45 of them onto one disc. For posterity? We doubt it. To make a quick buck out of old gamers going through a crisis? Possibly. And just to make things all the more authentic, '80s pop hits play in the background! So you can struggle with *Commando* listening to Berlin, and curse your way through *Pitfall* to a bit of Soft Cell. Tainted Love, indeed.

TELLY SAVALAS: The menus feature '80s-style trimmings and an old crappy TV, to suit the games!

"WHY ANYONE HAS A PASSION FOR RETRO GAMING IS BEYOND US. THE GAMES WERE CRAP"

Why anyone has this passion for retro gaming is beyond us. The games were crap, that's why they made better ones. If people have got such a thirst for all things old why not take it further – ride a Penny Farthing, only use 19th century surgery procedures or die from syphilis.

Whatever you do just keep away from here. Obviously it's useful to look back at old games so we can learn from them and move on. The same could be said about war crimes, but you never get someone putting together a compilation of them to an '80s backing track, do you?


SIR PIXELLOT: Look and learn. This is why games got better – because ages ago they were crap.

DANTE SAYS

A miserable collection of games that look like Sir Clive Sinclair's pizza. Nostalgia just ain't what is used to be.

40

DON'T GET PLAID, GET EVEN: Now it's chosen what shot you're gonna make, you can then get involved.

GO GO GOLF

This is one of the ugliest games in existence. Take the ugliest kid you've ever seen and let Christina Aguilera dress them. That's how ugly this game is. Usually golf games are awash with lovely greens and blues, a picture of tranquillity that's invaded by men in plaid trousers. With *Go Go Golf*, the courses actually give you a headache – this is the visual equivalent of white noise. The whole game is so anaemic and washed out it looks like a petrified dog crap.

INFO
- **DEVELOPER** Magical Company
- **PUBLISHER** Midas
- **GAME TYPE** Sport
- **PRICE** £14.99

DETAILS
- Looong times that will test your will to live!
- Stroke, MatchPlay and Tournament modes.
- Pure misery for everyone.

But that's not the real problem with *Go Go Golf*, the real problem is that it tries its hardest not to be interactive. You're in charge of the swing which dispenses with the usual power bar system and just requires you to tap once at the bottom and once top of the swing, but the choice of shot has already been decided by the computer. No chance to decide for yourself, because the computer knows best. It's like playing 18 holes with an incredibly pushy caddy and once you've nailed the swing makes this game as difficult as picking on circus freaks. Try chasing trains, it's much more fun.

DANTE SAYS

I'd rather be snowed-in and trapped for six months in a skiing chalet with the blokes from the WKD adverts than play this ever again.

15

CLUB FOOT: Not so much playing golf as wading through a sea of snot with a metal stick.

SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION

Obviously Monsieur Villeneuve needs some better glasses.

INFO
- **DEVELOPER** Weg
- **PUBLISHER** Ubi Soft
- **GAME TYPE** Driving
- **PRICE** £19.99

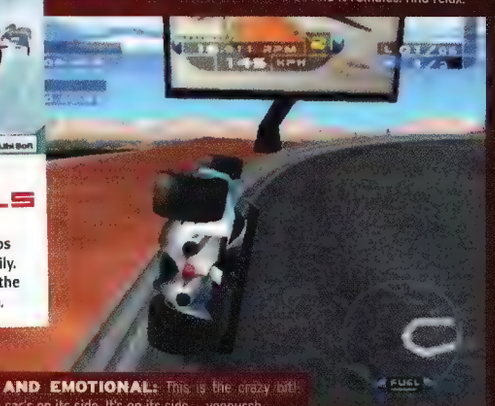
DETAILS
- Has an auto pilot feature which dumbs the pain momentarily.
- A unique look into the mind of a Canadian.

According to the back of the box this game comes from direct from "Jacques Villeneuve's imagination". Jacques Villeneuve's imagination sucks ass! Even if it required eating cheese just before going to bed, everyone in the whole world could dream up something more entertaining than this withering, drain of life.

According to Jacques Villeneuve's imagination, what would make F1 more exciting is if the drivers weren't actually in the cars, but were in *car simulators* which were in control of the real cars which were then raced around real tracks. The thinking behind this is that now the drivers could take more risks without the fear of getting hurt. But someone should have told Jacques Villeneuve's imagination that when you play a videogame you don't give a monkey's where the driver is as however you drive, no-one actually gets hurt – because it's not real. Also it must be pointed out that all cars in Jacques Villeneuve's imagination are about as fun to handle as a balloon full of spiders and the whole world looks strangely mosaic.

Why can't we have a game from Eddie Irvine's imagination? We're pretty sure it would have bog-all to do with F1.

COBBLED TOGETHER: You're on cobbles, therefore it's hard to control. And it rumbles. And relax.


TYRE AND EMOTIONAL: This is the crazy bit! Look, the car's on its side. It's on its side... yeeeussh.

DANTE SAYS

This game is so poor that I haven't been able to laugh since playing this game. I think this game has stolen my laugh.

23

MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE

The spade face twins spread their syrupy love to the streets. All three of them...

You might recognise these two. No, they're not a couple of Carly Simon's turds, it's Mary-Kate and Ashley, those syrupy all-American twins who star in such films as Sleep Over Party, The Mystery Cruise and Should I Be Getting Hair There? Now they've turned 16, they're ready to learn how to drive, and to celebrate the fact they're rounding up their friends to have a beach party. Before they pick up the White Lightening, they see how many friends they can invite, a competition which takes the form of a board game, on which you get to play minigames like quad bike racing or memory tests.

The graphics are quite sharp as n-Space have really risen well to the challenge of rendering identical twins. Rather than just doing the same head twice, they've actually changed the parting for Mary-Kate – or is it Ashley? Also they've really captured that spanked in the face with a spade look. Apart from that, this game is utter misery. This is not, however, because of Mary-Kate and Ashley, bless 'em, it's just a bad game.

INFO
- **DEVELOPER** n-Space
- **PUBLISHER** Acclaim
- **GAME TYPE** Driving
- **PRICE** £14.99

DETAILS
- Up to four players in multiplayer mode.
- Grrrl Punk soundrack.
- They look identical.
- Lots of pink.

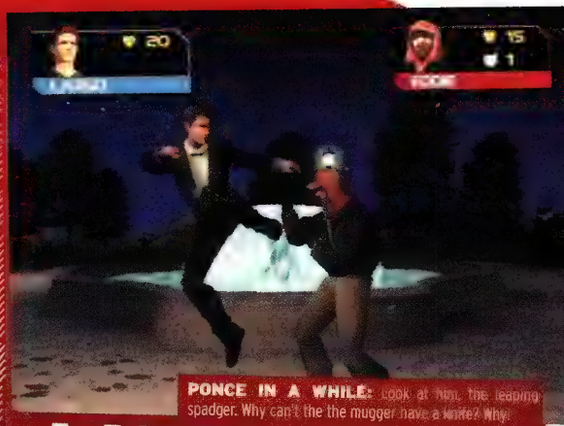
SUD'S LAW: When you mix teenage girls, hoses and soapy water, there's only one result... clean cars. Sweet.

TEEN STREETS: Mary-Kate and Ashley have friends, but they're all bitchy Heathers types. 'Whatever...'

DANTE SAYS

This game is most probably aimed at a 'younger gamer', but I'd rather cut this up and feed it to my nine-year-old cousin than let her play it.

33



PONCE IN A WHILE: Look at him, the leaping spadger. Why can't the the mugger have a knife? Why.

LARGO WINCH: EMPIRE UNDER THREAT

You've just got to hate Largo Winch. He's a 'billionaire in blue jeans', a trust fund snob who's inherited his Dad's company and whose only purpose in life is to dress smart/casual and pull women. Try to imagine Bill Gates, but with all the smugness of a lad from a Smirnoff Ice advert – that's one man with double the twatness.

Anyway, Largo (yeeesh!) has to become the 007 of the corporation world when something goes wrong with one of his food tampering science labs. To find out just what happened Largo must potter around, Monkey Island-style, talking to people and cluttering his inventory up with seemingly useless items.

The only time it gets exciting is when Largo has to prove he's not a complete wuss by fighting hand to hand, but don't expect any beat-em-up style action as all the fisticuffs is turn-based. The thing is, this RPG-style conflict distances you somewhat from the action. All you see is Largo Winch in a fight, in a situation where you can't help rooting for the evil henchman/mugger every time it's his turn to kick Largo's teeth in. Consequently the only time you ever get any joy from Largo Winch is when he's lying beaten and bloodied, his immaculate blue jeans ripped to shreads, and the game's over, which I think says it all.

INFO
- **DEVELOPER** Dupius
- **PUBLISHER** Ubi Soft
- **GAME TYPE** Adventure
- **PRICE** £39.99

DETAILS
- A hero that you can truly loathe and despise.
- Nonsense story line.
- Another reason not to call your child Largo.

DANTE SAYS

There are cheaper ways to find out what it's like to be universally reviled. This game is so smug I swear the disc smirked at me.

11

TWATS LIFE: He's got a face you just want to slap and an existence you just want to crush.

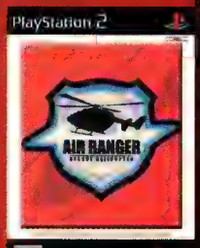
Have a little champagne Sharon. It'll help you feel better...

AIR RANGER: RESCUE HELICOPTER

It's a good 'copter, bad 'copter game. But without the good.

Air Ranger is a very ordinary game. You get to pilot a helicopter and fly around helping people against the clock. What makes it remarkable is that it has one of the most painfully obvious tutorial sections ever contrived. In it, you're informed by a very polite woman that when the clock reaches zero – that's zero – your time is up. Also please note that the wind is blowing the way the meter is pointing and that buildings should be avoided. She's not wrong, but it's so mind numbing you come away not able to remember your name.

INFO
- **DEVELOPER** ASK
- **PUBLISHER** Micas
- **GAME TYPE** Flight sim
- **PRICE** £12.99



DETAILS
- Full worthy, educational breakdown of what every bit of the helicopter does.
- Blue Peter-style fun.

TO HELI AND BACK: The helicopter controls are very simple, the trick is staying awake while playing.

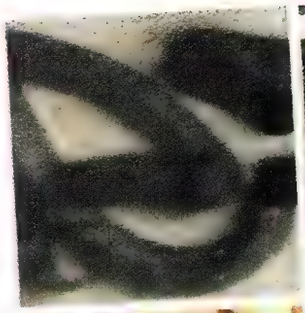
"IF SOMEONE SUGGESTS THAT YOU PLAY THIS GAME, THEY'RE CALLING YOU A TURNIP-NIBBLER"

Then again, perhaps we're just really clever. Yes, that must be it. Perhaps there are people out there who need this type of inane guidance all the time, every day of their lives – some omnipotent voice telling simple folks to keep away from fires and to not eat chairs. And I say to these people, go play *Air Ranger*, learn that the "most important part of the helicopter is the rotor" (yer reckon?!) and play what is overall, a very positive game, as it's all about saving and helping people. Still, if someone suggests that you play this game, they're actually calling you a turnip-nibbler.

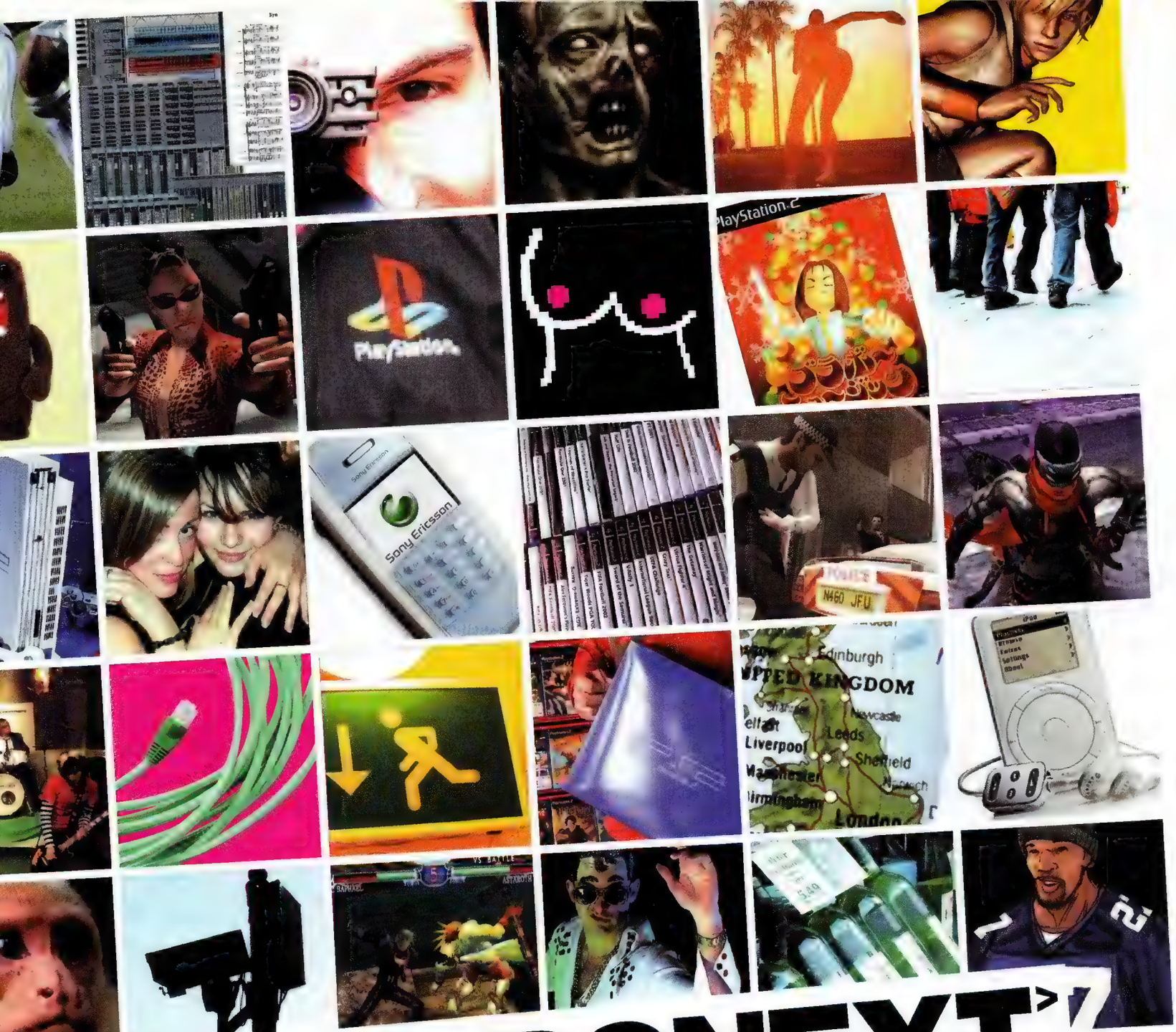
26

DANTE SAYS

Feebie, do-good helicopter sim that's so horribly dumbed down it halves your IQ every time play it – mine dropped from 80 to 30 in just one sitting!



SONY

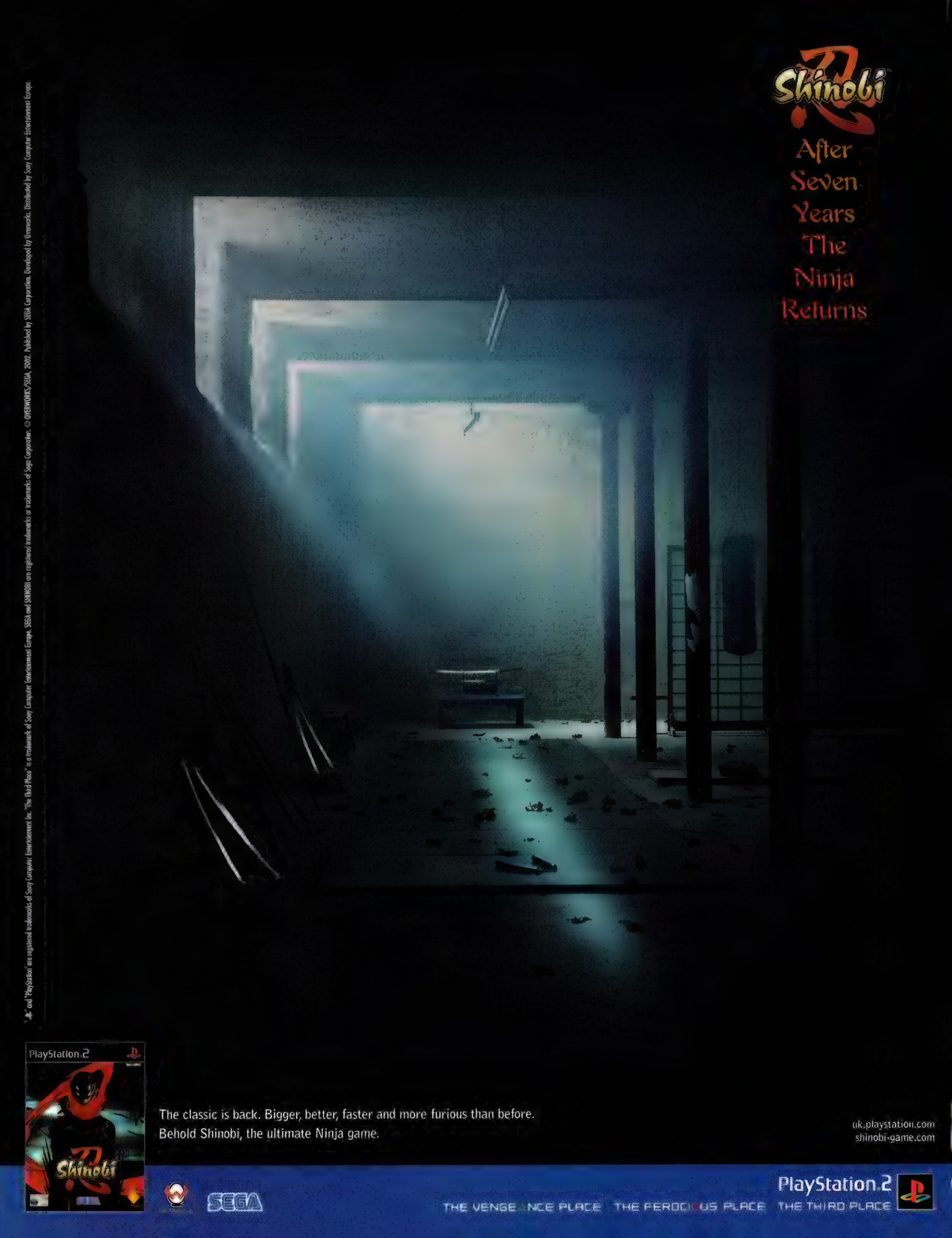


PSNEXT

PLAYSTATION 2 AND BEYOND

Memo to Designer. Advert must include Primal, CDs, a footy match, a screengrab from Reason or other music creation software, the pic of Terry fooling with the EyeToy, a Res Evil zombie, Grand Theft Auto: V.ce City, Heather from Silent Hill 3, graffiti, SOCOM: US Navy SEALs, Splinter Cell, something to do with the internet, that Domo (Kun character from Jap TV, Enter The Matrix, a ninja (from Shinobi?), a dog (dogs are always cool), R2-D2, sumo wrestling, Final Fantasy X-2 (Rikku?), a PS2 console taken on the streets of Bath, a dog (dogs are always cool), R2-D2, sumo wrestling, Final Fantasy X-2 (Rikku?), a PS2 console itself (a limited edition coloured one?), the alluring young ladies from the Krug, a next-generation mobile phone (Sony Ericsson P800?), a stack of PS2 game boxes, The Getaway, the PlayStation logo on Ken Kutaragi's jacket, 12" vinyl, a one-way sign, a teaser from our Gran Turismo 4 photoshoot, Tony Hawk's Pro Skater 4 (dude), a punk rock band, an Ethernet cable, some more random signage, people buying PS2 games, a map of the UK, an iPod, a Dual Shock 2 pad, more graffiti, a monkey, a surveillance camera, an Elvis impersonator, booze and Def Jam Vendetta. Job done.

A NEW MAGAZINE ABOUT PLAYSTATION 2
ON SALE FROM THURSDAY MAY 29
JOIN US NOW AT WWW.PSNEXT.CO.UK



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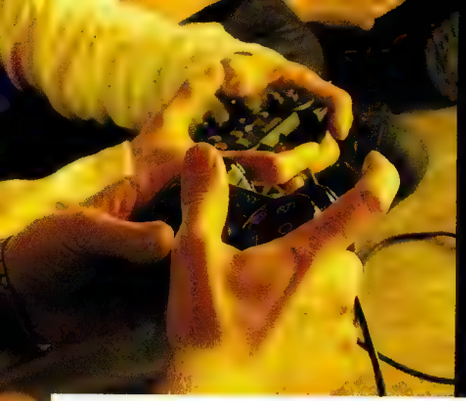


PSM2 GAMER'S LOUNGE

MAX. SMART/MIN. EFFORT

What a relief. After months of chafing and bruising in order to bring you the most in-depth gaming magazine in existence, we've finally been able to give our bleeding thumbs a few days off. Yes, these days it's our wrists and our minds that are in mortal danger, thanks to the arrival of Eye Toy in the PSM2 office. Is this the future of videogames? No of course it isn't – but it is absolutely brilliant.

And elsewhere we've been playing veeery early *Jak 2: Renegade* (aka *Jak & Daxter 2*) and smacking each other over the head with huge swords in *Soul Calibur 2*. Thankfully, some things never change.

2

DEVIL MAY CRY 2

We didn't like it very much (72%, and we described it as being "not as cool or as polished as the first one") but you lot have still let it come in at a not-too-shabby number two. Whatever next? *Largo Winch* in at number one? Tsk.

8

GRAND THEFT AUTO 3

Who is buying this? Who? Who doesn't already own a copy of one of the best videogames ever made (92% in PSM2) and, *20 months* after its release, is making it number 8? Shame on you.

12

TIGER WOODS 2003

"Absolutely massive". That's how a friend at EA described the success of this latest Tiger episode, and – look! a *golf* game at number 12?! – we have to agree with them.

CHARTS FOR MONTH ENDING 17TH APRIL

PS2 TOP 20

Tom Clancy's Splinter Cell at number one. And our money was on *Alf Ramsden's Splinter Cell* just edging it... And interesting to see that *The Getaway* is now (finally) out-selling the formerly unshiftable *Vice City*. All hail to the king, baby.

Position	GAME NAME	Publisher	Developer
1	Tom Clancy's Splinter Cell	Ubi Soft	Ubi Soft
2	Devil May Cry 2	Capcom	Capcom
3	The Getaway	SCEE	SCEE
4	The Sims	EA	EA
5	Grand Theft Auto: Vice City	Rockstar	Rockstar
6	Metal Gear Solid 2: Substance	Konami	Konami
7	Tenchu: Wrath of Heaven	Activision	Activision
8	Grand Theft Auto 3	Sony Platinum	Rockstar
9	FIFA 2003	EA	EA
10	Rayman 3	Ubi Soft	Ubi Soft
11	Jurassic Park: Operation Genesis	Vivendi	Universal
12	Tiger Woods PGA Tour 2003	EA	EA
13	TimeSplitters 2	Eidos	Free Radical Design
14	Ratchet & Clank	SCEE	Insomniac
15	WRC 2 Extreme	SCEE	Evolution Studios
16	Mortal Kombat: Deadly Alliance	Midway	Midway
17	WWE Smackdown! Shut Your Mouth	THQ	THQ
18	WRC 2 Extreme	SCEE	Evolution Studios
19	Lord of the Rings: The Two Towers	SCEE	Namco
20	Kingdom Hearts	SCEE	Disney/Square

JAPANESE TOP 5

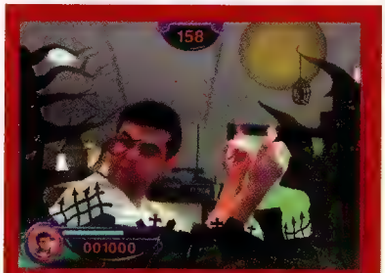
1	Dragon Quest Monsters	Enix	Enix
2	Nechu Professional Baseball '03	Namco	Namco
3	2nd Super Robot Taisen Alpha	Banpresto	Banpresto
4	Final Fantasy 10-2	Squaresoft	Squaresoft
5	Taikou no Tetsujin	Namco	Namco

US TOP 5

1	Def Jam Vendetta	EA	EA
2	Grand Theft Auto: Vice City	Rockstar	Rockstar North
3	Dynasty Warriors 4	Rockstar	Rockstar North
4	Splinter Cell	SCEA	SCEE
5	Tenchu 3: Wrath of Heaven	SCEA	Level 5

PSM2'S TOP 5IVE

What's been wearing out our office PS2...



1. Eye Toy

2. Soul Calibur 2

3. Jak 2: Renegade

4. Pro Evolution Soccer 2

5. Silent Hill 3

BEN AGAIN: Smooth operator Affleck meets his match in Jackson.

OUT UK 2ND JUNE

CHANGING LANES

Bumpers crunch, tempers flare, and it's rich versus poor in this road rage drama with added social conscience...

STARRING Samuel L Jackson, Ben Affleck, Toni Collette, Sydney Pollack, Kim Staunton, Amanda Peet, Bruce Altman, William Hurt
DIRECTOR Roger Michell
CERTIFICATE 15
PRICE £19.99

A typical day on New York's busy highways and byways: car horns blaring, crazy drivers swerving in and out of traffic streams looking for the advantage. Accidents are bound to happen. One such fender bender involves Gavin Banek (Affleck) and Doyle Gipson (Jackson), who couldn't represent more varied fragments of society. Banek is a smooth operatin' white lawyer with the requisite flashy car, well-paid job and sexy fiancée. He's moving up in the world, although his employers aren't the most moral of law firms. Then there's Gipson. A black, recovering alcoholic trying to sort his life out, win his family back and rediscover his pride along the way. Gipson's on his way to court to argue for custody of his kids. Banek's racing to hand in a document to help with a dodgy deal. Both cars take a knock, but Gipson is left stranded when Banek high-tails it. Except he's left the crucial folder behind... So begins a cat-and-mouse power play between the two men as they struggle for the upper hand. Along the way, we peel back the layers of Banek's job, discovering all manner of corruption. And both sides are pushed to the brink of madness.

COLLISION COURSE

Sam the Man and the Boy Affleck together in one film? It was a case of stink or swim, and fortunately, Changing Lanes is powered by a quality moral motor and fine performances from its two leads. Focusing on the intelligent dramatics over the brainless action, it's a sleek, twisty drama that holds your attention for a good deal of the running time. Weaving in the supporting cast (Toni Collette's legal secretary and Amanda Peet as Affleck's calculating girlfriend are standouts), it craftily shifts the advantage from one to another until you're left spinning.

It's a real shame, then, that the script manages to blow it a little by the end. Or rather, the ends. One by one, perfectly acceptable conclusions arrive, only to be swept away like a magician whipping a tablecloth off to reveal the next trick. You'll feel the frustration rise as the finale drags on. And on. It smacks of a film that's been overdeveloped, and a screenplay that's seen draft after draft, with no-one behind the camera entirely sure where it's going. Also, while he plays some small part in Gipson's storyline, William Hurt's alcoholism counsellor serves very little purpose and his pop-up moments distract from the main story. But the dragged out conclusion can't spoil what is a rollicking head-to-head between two top stars. And yes, Affleck actually gets down to some decent acting when faced with the power of Jackson. PSM2

"POWERED BY A MORAL MOTOR AND FINE PERFORMANCES FROM ITS TWO LEADS"

INSIGHT

- Watch Gipson's car during the crash – a side view mirror appears and disappears in different shots.
- Roger Michell switched to this after a heart attack denied him the top job on Captain Corelli's Mandolin.
- Co-screenwriter Michael Tolkin also penned Hollywood satire The Player.

HERBIE'S CHOICE

1 **DUEL**
Car vs Truck in an early Spielberg classic – arguably the best.

2 **CHANGING LANES**
Ben vs Sam in cor blimey moral drama with a couple of surprisingly good turns.

3 **LOST HIGHWAY**
David Lynch vs reality in weirdo thriller. Much as you'd expect, to be honest.

PSM2 VERDICT

EXTRAS
Director's Audio commentary · Alternative endings · Deleted and alternative scenes · Making Of featurette · Trailers.

OVERALL
Taught and gritty cat-and-mouse drama, sensitively played with some OK-ish twists and turns, but let down by a ramshackle rambling finale.

55

DRIVEN

OUT UK 2ND JUNE

REIGN OF FIRE

What do you do when pesky dragons destroy civilisation? You fight fire with fire!

STARRING ..... Christian Bale, Matthew McConaughey, Izabella Scorupco, Gerard Butler, Alexander Siddig, Alice Krige, Terence Maynard
DIRECTOR ..... Rob Bowman
CERTIFICATE 15
PRICE £19.99

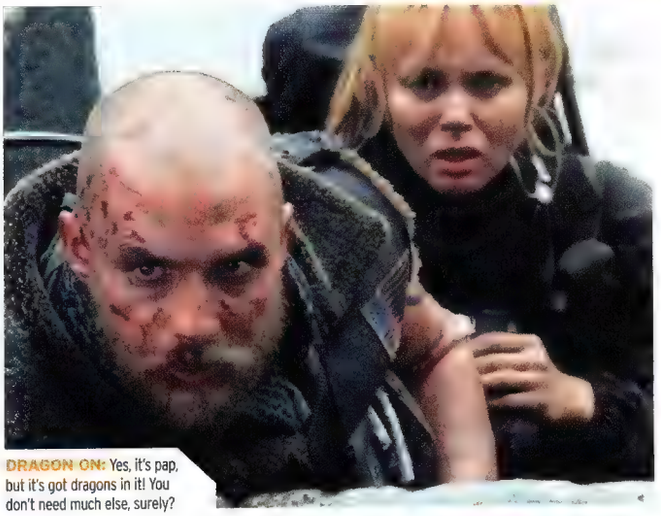
Big fecking dragons. That look as realistic as big fecking dragons can, given the fact that big fecking dragons don't exist outside of myth. Belching flame like the fires of hell itself come to life. Helicopters and rocket launchers. The last bastion of man in England fighting to save humanity. If the trailer didn't have Dracofans running into the cinemas, nothing would have. Which is where the problem lies. Because Reign of Fire's PR campaign, from the trailer to the poster, was one big con job. Yes, there are the big fecking dragons. Yes, they belch flame like the fires of blah blah hell, etc. But, for a film that promised full on, multiple dragons-vs-soldiers encounters, Reign was shoddily deficient. For 99% of the running time, there was one dragon fighting a scared pack of English actors. With a flameproof truck. Then a helicopter shows up with Matthew McConaughey in tow. Ooh, we think, now we'll see some lizard-lashing action! Except there's one helicopter. And while it does carry some cool airborne troops who take down a dragon with nifty weapons, that's the only time it gets used. And as for the destruction of London, so perfectly realised on the posters that adorned tube walls? An image taken from a dog-eared, ancient copy of Time Magazine briefly glimpsed during a history lesson. Cheating bastards. Otherwise, it's beardy Christian Bale battling muscly McConaughey for the hearts and minds of the Brit troops. With speeches. And one fight. Can we wake up now, please?

INSIGHT

- The film is set in England but was entirely shot in Ireland.
- At one point, the location work was almost called off because of the Foot And Mouth outbreak.
- Matthew McConaughey actually headbutted Bale during one fight. By accident. He says.

FIRESTARTER

Beyond this major problem, Reign of Fire does manage to settle into an acceptably entertaining groove. There are one or two decent set-piece action shots (that airborne troop bit we mentioned earlier is a particularly cracking moment) and the big showdown with the daddy of dragons in a ruined London has some tense twists. For their part, the dragons look fantastic, right up there with the trio of Jurassic larks, and better even than the Sean Connery-larynxed Draco of Dragonheart. They move like lizards and they have a novel, fuel-injected flame system that works well. The humans, however, are reduced to ciphers (but what did you expect from a big, dumb, fantasy action movie? Decent characters?) with Bale's noble warrior butting heads (literally, at one point) with McConaughey's gung-ho Yank.



DRAGON ON: Yes, it's pap, but it's got dragons in it! You don't need much else, surely?

Hmm... perhaps a little close for comfort given the current world situation. Former X-Files TV director Bowman does a decent enough job of keeping things pacy, but even he can't save the script when the cheesy nibbles are brought out. But it could have been so much better. Still, if what you're after is firelighter fun with big, fecking scaly dragons, there are far worse films out there. Pete's Dragon, anyone? **PSM2**

DRACO CHOICE

1 **DRAGON SLAYER**
Vermithrax Perjorative rules. And is a great Scrabble score too.

2 **DRAGONHEART**
Big, friendly beastie with the voice of Shir Shean Connery.

3 **REIGN OF FIRE**
Dragons in scorched earth fun.

PSM2 VERDICT

EXTRAS
Conversations with director Rob Bowman ⿻ If You Can't Stand The Heat (pyrotechnics featurette) ⿻ Breathing Life Into The Terror (Making Of featurette) ⿻ Trailer.

OVERALL
Flame-grilled action, featuring lack-lustre talent and sadly limited pyrotechnics that never quite gets off the ground.

45
DRAGON IT'S FEET

CITIZEN KANE SPECIAL EDITION

OUT UK 2ND JUNE

STARRING ..... Orson Welles, Joseph Cotten
DIRECTOR ..... Orson Welles
CERTIFICATE ..... U
PRICE £19.99

A film which to this day still ends up at the top of critics' Best Of lists, is Citizen Kane worthy of the praise heaped upon it? Or is it a jumped-up arthouse favourite that gets ancient film bods in a tizzy because it's all in black and white? Thankfully, the former is true. Kane is fantastic, not just because it was one of the earliest films to play with the conventions of the form (says he, sounding like an old Newsnight Review fart), but also because Orson Welles is simply incredible in his dual role as director and star. **PSM2** **95**

STAR TREK IV: THE VOYAGE HOME SPECIAL EDITION

OUT UK 2ND JUNE

STARRING ..... William Shatner, Leonard Nimoy
DIRECTOR ..... Leonard Nimoy
CERTIFICATE ..... PG
PRICE £24.99

It may already be out on regular edition discs, but Star Trek's accessible fourth movie deserves to be checked out in sparkling special ed format. Not least because it features a jaunty commentary by those twin titans of the franchise, Shatner and Nimoy. Their cinematic chat about the film's high and low points is listen-worthy for fans and sceptics alike. Plus, there's revealing material on how the effects were created. Yes, it's Star Trek, so expect silliness, but this time, they're all in on the joke, which makes it that much more watchable for us. **PSM2** **80**

ALSO RELEASED

THE MISSION: SPECIAL EDITION
Released 2 June **Cert** PG **Price** £19.99
Jeremy Irons' priest journeys to the rainforest to convert the locals. Robert De Niro wants to enslave them. A battle of wits ensues... **71**

STAR TREK DEEP SPACE NINE: SEASON 3 BOX
Released 23 June **Cert** 12 TBC **Price** £84.99
Star Trek's unloved middle child hits season three and starts evolving into a superb show. Far more brutal and rewarding than the other shows. **65**

ONCE UPON A TIME IN AMERICA: SPECIAL EDITION
Released 30 June **Cert** 18 **Price** £19.99
Sergio Leone's gangster movie shows what happens to those who lose the American Dream and have to fight their way to the top. **80**

SPIDER
Released 30 June **Cert** 15 **Price** £19.99
Ralph Fiennes loses his mind to incredible effect in this chunk of David Cronenberg madness. Harsh and unforgiving, it's not easy viewing. **82**

BLOODWORK
Released 30 June **Cert** 15 **Price** £15.99
Clint Eastwood investigates the murder of the woman whose heart he's received in a transplant. Oh, and he's Too Old For This Shit. Way too old, Clint. **35**

TRAINSPOTTING: SPECIAL EDITION
Released 2 June **Cert** 18 **Price** £19.99
Renton, Sick Boy, Begbie and co. break out on to an extras-heavy special edition disc for Britain's blackest comedy film ever. **73**

COMING SOON

THE RIGHT STUFF: SPECIAL EDITION
7 July
£19.99

ECKS VS SEVER
7 July
£15.99

CITY BY THE SEA
14 July
£15.99

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NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the UK games that PSM2 have put through the wringer. We've also included some choice import titles that might appeal to gamers with moody machines, and as an indication to what's coming to your PS2 soon.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11 — 72
An action-lead game that'll satisfy slash-em-up fiends.

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Infogrames
Version> PAL **Issue**> #15 — 66
Dumps any pretensions of originality for lumpen familiarity.

BALDUR'S GATE: DARK ALLIANCE
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 70
Fast, good-looking and addictively fun to play.

BATMAN VENGEANCE
Publisher> Ubi Soft
Version> PAL **Issue**> #17 — 48
Super-game turned super-villain thanks to daft level design

BLADE 2
Publisher> Activision
Version> PAL **Issue**> #28 — 51
By-the-numbers hitting that doesn't capture the film.

BLOOD OMEN 2
Publisher> Eidos
Version> PAL **Issue**> #22 — 79
A horror romp with great atmosphere and visuals.

CASPER: SPIRIT DIMENSIONS
Publisher> TDK Mediactive
Version> PAL **Issue**> #22 — 48
Non-threatening junior gaming with a shiny veneer. Dull.

DARK ANGEL
Publisher> Vivendi Universal
Version> PAL **Issue**> #34 — 45
Repetitive, dull and frustrating.

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue**> #15 — 90
Blindingly gorgeous and cracking to play

DEVIL MAY CRY 2
Publisher> Capcom
Version> NTSC **Issue**> #33 — 72
Not as cool or as polished as the first one.

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 37
Makes you work extremely hard for very little gain.

DRAKAN: THE ANCIENTS' GATES
Publisher> Sony
Version> PAL **Issue**> #20 — 75
Cracking adventure let down by seen-it-all-before gameplay

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
Publisher> Sony
Version> PAL **Issue**> #18 — 52
Illogical puzzles and missions – distinctly average stuff.

EOE: EVE OF EXTINCTION
Publisher> Eidos
Version> PAL **Issue**> #22 — 71
Fun at times, but mainly boringly familiar.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09 — 78
Action, gunplay and panic, despite an unoriginal story.

FELLOWSHIP OF THE RING, THE
Publisher> Vivendi Universal
Version> PAL **Issue**> #30 — 70
A half-decent attempt to do this epic tale justice.

FRANK HERBERT'S DUNE
Publisher> Cryo
Version> PAL **Issue**> #20 — 22
Remedial AI, ham-fisted controls and a terrible game.

GALERIANS: ASH
Publisher> Big Ben
Version> PAL **Issue**> #34 — 50
Little more than a prolonged, dull runabout.

GETAWAY, THE
Publisher> SCEE
Version> PAL **Issue**> #31 — 78
A fearsome achievement hampered by flawed controls.

GIANTS: CITIZEN KABUTO
Publisher> Interplay
Version> PAL **Issue**> #17 — 80
Good level design and the novelty of playing as three sides.

GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue**> #16 — 92
Amoral. And the attention to detail keeps you hooked.

GRAND THEFT AUTO: VICE CITY
Publisher> Rockstar Games
Version> PAL **Issue**> #29 — 97
BEST ACTION TITLE The best that videogaming can offer.

HARRY POTTER AND THE CHAMBER OF SECRETS
Publisher> EA
Version> PAL **Issue**> #31 — 65
A good-looking game that'll satisfy Potter fans.

HEADHUNTER
Publisher> Sony
Version> PAL **Issue**> #19 — 81
An action adventure of Hollywood proportions from Sega.

HIDDEN EMERGENCY
Publisher> Swing!
Version> PAL **Issue**> #30 — 21
The only hidden invasion on offer here is on your intelligence.

HITMAN 2: SILENT ASSASSIN
Publisher> Eidos
Version> PAL **Issue**> #28 — 89
A rock-solid, free-form adventure.

ICO
Publisher> SCEA
Version> NTSC **Issue**> #17 — 85
Strikes new ground for creative gaming. Less is more.

LEGION: LEGEND OF EXCALIBUR
Publisher> Midway
Version> PAL **Issue**> #27 — 70
Satisfactory, if flawed – a good, solid fantasy, though.

MARK OF KRI, THE
Publisher> SCEA
Version> NTSC **Issue**> #33 — 74
A decent attempt at improving on the hack 'n' slasher.

MAX PAYNE
Publisher> Take 2
Version> PAL **Issue**> #19 — 82
Stylish, dark and violent but marred by ropey looks.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 — 76
Some inventive ideas let down by basic design flaws.

MEN IN BLACK 2: ALIEN ESCAPE
Publisher> Infogrames
Version> PAL **Issue**> #26 — 42
A rough shoot-em-up that does nothing new.

METAL GEAR SOLID 2
Publisher> Konami
Version> PAL **Issue**> #20 — 96
Worth every bit of the hype.

METAL GEAR SOLID 2: SUBSTANCE
Publisher> Konami
Version> NTSC **Issue**> #33 — 78
Great for those who've not played *MGS1*.

MINORITY REPORT
Publisher> Activision
Version> PAL **Issue**> #31 — 60
Clever effects, but it's all over in a few hours.

MUMMY RETURNS, THE
Publisher> Vivendi
Version> PAL **Issue**> #17 — 46
Flawed controls and stilted gameplay. Not fun.

ONI
Publisher> Take 2
Version> PAL **Issue**> #07 — 62
Hi-tech combat lost in dull environments

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07 — 80
Survival horror with the emphasis on carnage not tension.

ONIMUSHA 2
Publisher> Capcom
Version> PAL **Issue**> #27 — 89
Great combat, beautiful effects and diverting puzzles.

THE TOP 5 BEST ACTION TITLES

1 GTA: VICE CITY
Publisher> Rockstar Games

Vice City has flourished under all the expectations. The music, the styling, the freedom... Nothing beats it. **97**

2 GRAND THEFT AUTO 3 — 92
GTA3's vast scope and tiny touches are some of the most impressive on PS2. So little time, so much trouble to cause.

3 METAL GEAR SOLID 2: SUBSTANCE — 78
If you haven't got the original *MGS2*, get this. That score is a guide for those who've played the original to bits, see?

4 SPLINTER CELL — 91
The ultimate 'boys-with-toys' action adventure that makes the leap to PS2 seem effortless.

5 DEVIL MAY CRY — 90
A brilliant ad for PS2, but it lacks the long-term appeal of an all-time classic. Out now on Platinum so give it a go

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 — 68
Compelling, but nowhere near *MGS2*.

POWERPUFF GIRLS, THE
Publisher> Bam! Entertainment
Version> PAL **Issue**> #31 — 29
No challenge at all, unless you're a drooling toddler.

PRIMAL
Publisher> SCEE
Version> PAL **Issue**> #33 — 79
Afternoon-stealing fun.

PRISONER OF WAR
Publisher> Codemasters
Version> PAL **Issue**> #24 — 73
Good idea and atmosphere, but slow moving.

PRYZM CHAPTER ONE: THE DARK UNICORN
Publisher> TDK
Version> PAL **Issue**> #30 — 15
We never want to play it again.

RAYMAN 3: HOODLUM HAVOC
Publisher> Ubi Soft
Version> PAL **Issue**> #34 — 80
Addictive, frustrating but invariably fun.

RESIDENT EVIL CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> #13 — 80
This revisit to zombie hell is familiar, but scary, stuff.

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> #13 — 56
Visually inept at times, but still enough fun to interest.

RYGAR: THE LEGENDARY ADVENTURE
Publisher> Tecmo
Version> NTSC **Issue**> #33 — 78
A polished and enjoyable tale of Roman rivalry.

SHADOW OF ZORRO
Publisher> Cryo
Version> PAL **Issue**> #20 — 35
Far too clumsy to be anything that approaches fun.

SHADOW MAN: 2ECOND COMING
Publisher> Acclaim
Version> PAL **Issue**> #20 — 68
Brave, enjoyable, but ultimately flawed.

SHIFTERS
Publisher> 3DO
Version> PAL **Issue**> #24 — 40
Save your cash for *Onimusha 2*.

SHINOBI
Publisher> EA
Version> PAL **Issue**> #35 — 75
A worthy challange for any gamer.

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue**> #15 — 88
This version's short, but the impact is unrivalled.

SILENT HILL 2: THE DIRECTOR'S CUT
Publisher> Konami
Version> PAL **Issue**> #33 — 89
The definitive *SH2* package.

SOS: THE FINAL ESCAPE
Publisher> Agetec
Version> PAL **Issue**> #33 — 81
A well-balanced, gripping and funny action adventure.

SOUL REAVER 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 78
A total revamp – not fresh, but still tasty.

SPIDER-MAN: THE MOVIE
Publisher> Activision
Version> PAL **Issue**> #24 — 70
Very hard in places, but still good fun.

SPLINTER CELL
Publisher> Ubi Soft
Version> PAL **Issue**> #34 — 91
The ultimate 'boys with toys' action adventure.

STAR WARS: BOUNTY HUNTER
Publisher> Activision
Version> PAL **Issue**> #31 — 62
Without the Star Wars link, you'd barely look twice.

STATE OF EMERGENCY
Publisher> Take 2
Version> PAL **Issue**> #20 — 75
Non-stop, entertaining violence that's just a bit too shallow.

SUPERMAN: SHADOW OF APOKOLIPS
Publisher> Atari
Version> PAL **Issue**> #29 — 48
Great hero, very average game.

TENCHU: WRATH OF HEAVEN
Publisher> Activision
Version> PAL **Issue**> #34 — 70
Good, but lacks attention to detail.

TERMINATOR: DAWN OF FATE
Publisher> Infogrames
Version> PAL **Issue**> #28 — 49
Nicks all the best ideas from other games.

THING, THE
Publisher> Vivendi
Version> PAL **Issue**> #27 — 83
A brilliant adaptation of a unique movie.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 — 24
The bad level design is only the start of many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 — 59
Average. Bland graphics and poor puzzles don't help.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 — 82
Thoughtful, funny and addictively gentle.

ACTION-STRATEGY

BATTLE ENGINE AQUILA
Publisher> Infogrames
Version> PAL **Issue**> #31 — 78
Masterful looks, with skies full of fire.

DEFENDER
Publisher> Midway
Version> PAL **Issue**> #31 — 76
Solid, frantic and ponderous.

DROPSHIP
Publisher> Sony
Version> PAL **Issue**> #18 — 75
An explosive title with a frustrating difficulty level.

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 — 78
Fast-paced action with excellent, but foggy, game structure.

DYNASTY WARRIORS 3
Publisher> Namco
Version> NTSC **Issue**> #20 — 71
A lack of innovation leaves this as just a decent update.

DYNASTY WARRIORS 3: XTREME LEGENDS
Publisher> Koei
Version> PAL **Issue**> #34 — 69
Haphazard AI but great mass combat.

GHOST RECON
Publisher> Ubi Soft
Version> PAL **Issue**> #30 — 65
Great tension, but slow and largely uneventful.

MYSTIC HEROES
Publisher> Koei UK
Version> PAL **Issue**> #34 — 67
Like *Dynasty Warriors* without the sharp edges.

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> #14 — 86
A rare combination of brains and guns – looks good, too.

REIGN OF FIRE
Publisher> Bam! Entertainment
Version> PAL **Issue**> #30 — 71
A flight sim with scales.

SOCOM: US NAVY SEALS
Publisher> SCEA
Version> NTSC **Issue**> #30 — 82
Well worth a look, but you'll need broadband...

STAR WARS: THE CLONE WARS
Publisher> Activision
Version> PAL **Issue**> #33 — 69
A shameless tie-in with a few passable moments.

ARCADE

18 WHEELER
Publisher> Acclaim
Version> PAL **Issue**> #19 — 36
Simplistic, one-dimensional and extremely dull racer.

AIR RANGER RESCUE HELICOPTER
Publisher> Midas
Version> PAL **Issue**> #29 — 24
One of the most maddening games we've ever played.

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> #16 — 62
The lack of variety extinguishes the long-term appeal.

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 — 80
An incredibly addictive, albeit short, arcade hoot.

GAUNTLET
Publisher> Midway
Version> PAL **Issue**> #10 — 32
Best as a multiplayer, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #02 — 29
An arcade-perfect conversion of a dull shoot-em-up.

GUNDAM: FEDERATION VS ZEON
Publisher> Infogrames
Version> PAL **Issue**> #29 — 39
Shallow, repetitive, tired and relentlessly tedious.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> #14 — 79
A beautifully crafted thrill with an vast sense of style.

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 — 51
Burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BARBARIAN
Publisher> Titus
Version> PAL **Issue**> #25 — 66
Fun, but basic beat-em-up. No contest for *Tekken*.

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 — 79
No depth, but lots of explosions, acrobatics and fun.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue**> #17 — 83
Probably the best 2D fighter ever.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 — 83
Comic bosoms are no substitute for two-player scraps.

DRAGON BALL Z: BUDOKAI
Publisher> Infogrames
Version> PAL **Issue**> #30 — 60
Competent enough, but won't impress non-fans.

GUILTY GEAR X
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 78
Sparky, but not quite as good as *Capcom Vs SNK 2*.

GUILTY GEAR X2
Publisher> Big Ben Interactive
Version> PAL **Issue**> #35 — 84
Outrageously creative with perfectly well-balanced combat.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 — 60
This could've been something special, instead it's dull

LORD OF THE RINGS: THE TWO TOWERS
Publisher> EA
Version> PAL **Issue**> #29 — 76
A bit simplistic and repetitive

MARVEL VS CAPCOM 2
Publisher> Capcom
Version> PAL **Issue**> #29 — 84
Brilliant fun with a frighteningly deep fighting system.

MORTAL KOMBAT: DEADLY ALLIANCE
Publisher> Midway
Version> PAL **Issue**> #33 — 85
A big surprise and a big score.

PRIDE FC
Publisher> THQ
Version> PAL **Issue**> #34 — 75
Slightly ponderous, but impressively strategic.

ROCKY
Publisher> Rage
Version> PAL **Issue**> #29 — 84
Wins on points and nostalgia value.

SAMURAI
Publisher> Bam! Entertainment
Version> NTSC **Issue**> #25 — 74
An excellent idea, reasonably well done.

SCORPION KING, THE: RISE OF THE AKKADIAN
Publisher> Vivendi/Universal
Version> PAL **Issue**> #29 — 23
Cack-handed combat.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 — 79
A worthwhile update of an elderly series.

TEKKEN 4
Publisher> SCEE
Version> PAL **Issue**> #27 — 90
BEST BEAT-EM-UP PS2's premier fighter.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 — 87
The genre-defining master of violence.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> #11 — 66
A passable evening's rented entertainment.

UFC: THROWDOWN
Publisher> Ubi Soft
Version> PAL **Issue**> #27 — 75
A well-realised game offering something genuinely different.

VIRTUA FIGHTER 4
Publisher> Sony
Version> NTSC **Issue**> #20 — 87
The most challenging fighter for ages.

WAR OF THE MONSTERS
Publisher> SCEE
Version> PAL **Issue**> #34 — 69
The annoyance cancels out the fun.

WWE SMACKDOWN! SHUT YOUR MOUTH
Publisher> THQ
Version> PAL **Issue**> #29 — 82
Astounding for fans, adequate for everyone else.

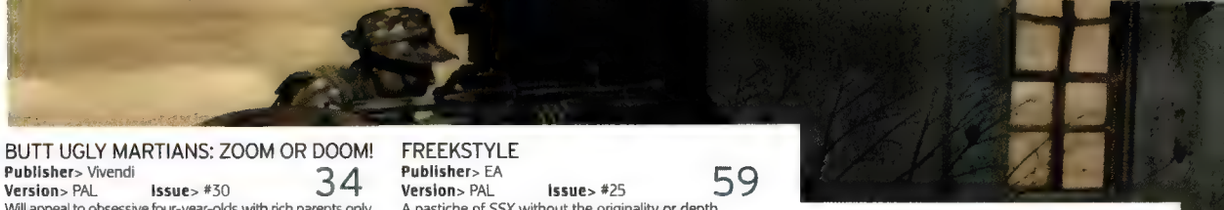
WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue**> #16 — 80
More a next-gen tweaking of *Know Your Role*.

X-MEN: NEXT DIMENSION
Publisher> Activision
Version> PAL **Issue**> #31 — 67
A heroic effort, let down by an uneven fighting system.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"



BEMANI

BRITNEY'S DANCE BEAT
Publisher> THQ
Version> PAL **Issue**> #24 — 58
Too hard for kids and too repetitive for the rest of us.

FREQUENCY
Publisher> SCEE
Version> PAL **Issue**> #23 — 83
Fast and furious button-mashing.

GITAROO MAN
Publisher> THQ
Version> PAL **Issue**> #22 — 79
Rhythm action the way it should be.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 — 50
Tiny Disney fans will enjoy it, however briefly.

MAD MAESTROS
Publisher> Eidos
Version> PAL **Issue**> #22 — 70
Entertaining, but not as inventive as *Gitaroo Man*.

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue**> #16 — 78
Sherbet flavoured antidote to everything that's bleak on PS2.

SPACE CHANNEL 5
Publisher> Sony
Version> PAL **Issue**> #20 — 56
Stylish, sci-fi bemani with frustrating gameplay.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 — 40
An essentially dull SUV racer.

4X4 EVOLUTION 2
Publisher> Take 2 Interactive
Version> PAL **Issue**> #31 — 36
A jerky, coasting monstrosity of a game.

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue**> #16 — 58
Extremely average arcade shoot-and-race effort.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 — 70
A pity that SCEA didn't compromise on the realism.

AUTO MODELLISTA
Publisher> Capcom
Version> NTSC **Issue**> #28 — 80
PS2's best arcade racer – but still doesn't beat *GT3*.

BEN HUR: BLOOD OF BRAVES
Publisher> Microids
Version> PAL **Issue**> #34 — 42
Good idea, badly executed.

BIG MUTHA TRUCKERS
Publisher> Empire
Version> PAL **Issue**> #31 — 79
Rootin' tootin' redneck haulage fun.

BURNOUT
Publisher> Acclaim
Version> PAL **Issue**> #15 — 88
An ideal foil to *GT3*'s smart-arsed sensibilities.

BURNOUT 2: POINT OF IMPACT
Publisher> Acclaim
Version> PAL **Issue**> #28 — 91
Beautiful, emotional racing. Essential.

BUTT UGLY MARTIANS: ZOOM OR DOOM!
Publisher> Vivendi
Version> PAL **Issue**> #30 — 34
Will appeal to obsessive four-year-olds with rich parents only.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> #12 — 65
The action is pacey, but the dodgy graphics let it down.

CIRCUS MAXIMUS: CHARIOT WARS
Publisher> THQ
Version> PAL **Issue**> #25 — 55
Gimmicky racer with paper-thin novelty value.

COLIN MCRAE RALLY 3
Publisher> Codemasters
Version> PAL **Issue**> #29 — 88
McRae's long-awaited PS2 debut is a triumph.

CRASHED
Publisher> Rage
Version> PAL **Issue**> #28 — 31
Half-hearted effort that feels like a bonus section.

DAKAR 2
Publisher> Acclaim
Version> PAL **Issue**> #34 — 50
One for Clarkson-esque obsessives only.

DOWNFORCE
Publisher> Titus
Version> PAL **Issue**> #23 — 64
Adequate F1 racing, but a little too predictable.

DRIVEN
Publisher> Bam! Entertainment
Version> PAL **Issue**> #17 — 46
Dumb, vacuous, tired and shallow.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 — 57
Over-realistic handling makes it damn-near unplayable.

DROME RACERS
Publisher> EA
Version> PAL **Issue**> #31 — 50
The Sunny Delight of futuristic racers.

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue**> #13 — 60
Close, but absolutely miles away at the same time.

FERRARI F355 CHALLENGE
Publisher> SCEE
Version> PAL **Issue**> #27 — 67
A stylish effort that's just too damn hard for its own good.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 — 84
A rewarding challenge for anyone willing to rise to it.

FORMULA ONE 2002
Publisher> SCEE
Version> PAL **Issue**> #29 — 68
The most complete package yet, let down by stupid errors.

F1 2001
Publisher> EA
Version> PAL **Issue**> #15 — 84
An accessible racer for everyone, with depth for veterans.

F1 2002
Publisher> EA
Version> PAL **Issue**> #24 — 84
One of the most accessible simulators we've seen.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 — 47
A poor quality title – basically a PSone game on PS2.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 — 66
Fine – just don't expect too much of it.

FREEKSTYLE
Publisher> EA
Version> PAL **Issue**> #25 — 59
A pastiche of *SSX* without the originality or depth.

G-SURFERS
Publisher> Midas
Version> PAL **Issue**> #16 — 49
Spend 40 quid on a Scalextric kit instead.

GRAND PRIX CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> #31 — 85
A playable and beautifully realised racer.

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue**> #13 — 93
BEST RACING TITLE Astounds and challenges.

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA
Publisher> SCEE
Version> PAL **Issue**> #25 — 79
Dumbed down version of *GT3*: short but playable.

GTC: AFRICA
Publisher> Rage
Version> PAL **Issue**> #16 — 74
Lovely to look at, but uninspiring to play.

GUMBALL 3000
Publisher> SCi
Version> PAL **Issue**> #29 — 73
Superfast road racing that's fun while it lasts.

HOTWHEELS VELOCITY X MAXIMUM JUSTICE
Publisher> THQ
Version> PAL **Issue**> #31 — 51
A pleasant enough way of spending a couple of hours.

JET ION GP
Publisher> Ubi Soft
Version> PAL **Issue**> #23 — 07
Worst PS2 game ever. 'Nuff said.

JET SKI RIDERS
Publisher> Eidos
Version> PAL **Issue**> #18 — 38
About as half as good as *Splashdown* in every respect.

KNIGHT RIDER
Publisher> Koch Media
Version> PAL **Issue**> #30 — 27
An ill-conceived and painful little game.

LEGO RACERS 2
Publisher> Lego Software
Version> PAL **Issue**> #18 — 42
Simple racing for tots with some decent construction.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue**> #12 — 73
Can't compete with *GT3* in an already crowded field.

LONDON RACER 2
Publisher> Ubi Soft
Version> PAL **Issue**> #30 — 23
Drive, drive... thwunk. Honestly, this is crap.

LOONY TUNES SPACE RACE
Publisher> Infogrames
Version> PAL **Issue**> #19 — 65
A simple game, but provides smooth thrills and giggles.

THE TOP 5 BEST DRIVING TITLES

1 GRAN TURISMO 3 — Publisher> Sony

The most compelling racing experience yet – a game you can truly sink your teeth into. Nothing can touch it. Yet. **93**

2 BURNOUT 2: POINT OF IMPACT 91
Beautiful, emotional racing that you *have* to play to appreciate. A classic idea, superbly implemented.

3 BURNOUT 88
Offers the hardest, most gruelling arcade thrills this side of playing *Outrun* with a gun held up to your head.

4 COLIN MCRAE RALLY 3 88
As well as being staggeringly realistic, *CMR3* never forgets that it's just a game – a gripping and intense marvel.

5 NEED FOR SPEED 88
Car fetishism, adrenaline-scorched racing and a great cop chase mode in one handy package. Close to perfect.

LOTUS CHALLENGE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 60
Cloying controls + poor racing = lacklustre experience.

MASTER RALLYE
Publisher> Microids
Version> PAL **Issue**> #24 — 55
Fun but flawed – it smacks of an early release.

MICRO MACHINES
Publisher> Infogrames
Version> PAL **Issue**> #30 — 59
A game of its time – which was about seven years ago

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 — 72
Some nice touches that are compromised by the graphics.

MOTO GP2
Publisher> Namco
Version> PAL **Issue**> #19 — 71
Solid racing and a few extras, but no great shakes.

MOTO GP3
Publisher> SCEE
Version> PAL **Issue**> #35 — 74
Solid, good-looking racing, but lacks real depth.

MX 2002
Publisher> THQ
Version> PAL **Issue**> #14 — 78
Not the fusion of racer and sim that it tries to be.

MX RIDER
Publisher> Atari
Version> PAL **Issue**> #15 — 62
An ordinary addition to an ordinary racing genre.

MX SUPERFLY
Publisher> THQ
Version> PAL **Issue**> #27 — 72
Better than *Freekstyle* – but not the best.

NEED FOR SPEED
Publisher> EA
Version> PAL **Issue**> #28 — 88
Adrenaline-scorched racing.

NY RACE
Publisher> Wanadoo
Version> PAL **Issue**> #17 — 40
Manages to enrage and bore at the same time.

PARIS-DAKAR RALLY
Publisher> Acclaim
Version> PAL **Issue**> #15 — 60
Intriguing racer with uninspired and tepid presentation.

PENNY RACERS
Publisher> Midas
Version> PAL **Issue**> #16 — 43
A bright and solid dinky racer. Cheap as well.

PRO RALLY 2002
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 68
Passable induction to rallying, but not as good as *WRC*.

RALLY CHAMPIONSHIP
Publisher> SCi
Version> PAL **Issue**> #24 — 56
An average game with the occasional bad bit.

RALLY FUSION: RACE OF CHAMPIONS
Publisher> Activision
Version> PAL **Issue**> #29 — 68
One of the better B-list rally games.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 — 56
A diverting racer that doesn't take itself too seriously.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 — 72
Fast, undeniably attractive and always fun to play.

RIDING SPIRITS
Publisher> Bam! Entertainment
Version> PAL **Issue**> #27 — 46
Fairly reasonable motorbike jaunt, but quite frustrating.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10 — 76
Arcade-style knockabout racing at its idiotic best.

RUNABOUT 3
Publisher> Bam! Entertainment
Version> PAL **Issue**> #30 — 22
The missions are sound, but the handling's frikkin' awful.

SHOX
Publisher> EA
Version> PAL **Issue**> #28 **61**
Fails to show off enough to make it a must-have.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 **75**
Not enough one-player depth to really engage.

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Publisher> Take 2
Version> PAL **Issue**> #17 **77**
Too intense and samey.

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue**> #16 **75**
High-adrenaline racing can't atone for the lack of innovation.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11 **45**
A flawed karter despite having a diddy Darth Maul.

STUNT GP
Publisher> Titus
Version> PAL **Issue**> #16 **38**
We can't be arsed to play this again and neither will you.

STUNTMAN
Publisher> Atari
Version> PAL **Issue**> #26 **74**
Frustrating, but gripping gameplay.

SUPERCAR STREET CHALLENGE
Publisher> Activision
Version> PAL **Issue**> #18 **36**
Spend £30 on *Burnout* instead – this is a waste of time.

SUPER TRUCKS
Publisher> Jester Interactive
Version> PAL **Issue**> #22 **45**
Slow and bland – will only appeal to Super Truck fans.

TD OVERDRIVE
Publisher> Infogrames
Version> PAL **Issue**> #23 **64**
Fast and fun, but lacks innovation.

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Infogrames
Version> PAL **Issue**> #16 **44**
No originality – it's more reliant on luck than skill.

THE FLINTSTONES: VIVA ROCK VEGAS
Publisher> Swing! Entertainment
Version> PAL **Issue**> #18 **13**
Utterly rubbish.

THE SIMPSONS ROAD RAGE
Publisher> EA
Version> PAL **Issue**> #16 **76**
Feels lightweight next to *Crazy Taxi*. But great design

TOCA RACE DRIVER
Publisher> Codemasters
Version> PAL **Issue**> #26 **82**
Stylish storytelling – but just not as good as *GT3*.

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> #13 **38**
No taunts, betting or revving up at the lights. Weak.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 **62**
Like an attractive 3D *Pac-Man*, only in small cars.

TOTAL IMMERSION RACING
Publisher> Empire Interactive
Version> PAL **Issue**> #31 **74**
A well-executed, albeit less in-depth, *GT3* substitute.

V-RALLY 3
Publisher> Infogrames
Version> PAL **Issue**> #24 **81**
A solid satisfying racer.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> #11 **63**
Looks nice, but let down by some really annoying flaws.

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 **71**
Frustrating controls make this an exasperating ride.

WIPEOUT FUSION
Publisher> Sony
Version> PAL **Issue**> #19 **73**
Other killer apps on PS2 relegate this to a shiny sequel.

WORLD RALLY CHAMPIONSHIP
Publisher> SCEE
Version> PAL **Issue**> #17 **87**
Looks ace and handles brilliantly.

WORLD RALLY CHAMPIONSHIP 2 EXTREME
Publisher> SCEE
Version> PAL **Issue**> #29 **85**
One for true enthusiasts and no-one else.

WRECKLESS: THE YAKUZA MISSIONS
Publisher> Activision
Version> PAL **Issue**> #30 **38**
Brainless, loud and daft.

XTREME EXPRESS
Publisher> Midas
Version> PAL **Issue**> #29 **60**
Bizarre and original enough to warrant 15 quid.

FIRST-PERSON SHOOTER

DEUS EX: THE CONSPIRACY
Publisher> Eidos
Version> PAL **Issue**> #22 **88**
Clever, pacey and plot-heavy. Most detailed FPS yet.

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue**> #16 **90**
If you've not played it on PC it's a must.

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue**> #17 **88**
Every element thrown in so fast you can't help but enjoy it.

JAMES BOND 007 IN... NIGHTFIRE
Publisher> EA
Version> PAL **Issue**> #30 **78**
Agent Under Fire reheated.

KING'S FIELD: THE ANCIENT CITY
Publisher> Metro3D Inc.
Version> PAL **Issue**> #24 **54**
Moody and incompetent RPG – only for hardcore fans.

MEDAL OF HONOR: FRONTLINE
Publisher> EA
Version> PAL **Issue**> #23 **89**
A supremely atmospheric and absorbing experience.

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 **85**
Bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 **88**
An entertaining action adventure that's not without flaws.

RED FACTION 2
Publisher> THQ
Version> PAL **Issue**> #29 **85**
An enjoyably brainless, highly destructive romp.

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Publisher> Capcom
Version> PAL **Issue**> #20 **41**
Slow, tedious and about as chilling as a week-old kitten.

SOLDIER OF FORTUNE: GOLD EDITION
Publisher> Codemasters
Version> PAL **Issue**> #23 **64**
A PC port that's a fraction of the game it should be.

STAR TREK VOYAGER: ELITE FORCE
Publisher> Codemasters
Version> PAL **Issue**> #23 **75**
Frayed around the edges, but it plays tightly enough.

SUM OF ALL FEARS, THE
Publisher> Ubi Soft
Version> PAL **Issue**> #29 **57**
Repetitive, short and unimaginative.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 **86**
Great multiplayer, challenges and Level Editor.

TIMESPLITTERS 2
Publisher> Eidos
Version> PAL **Issue**> #28 **95**
BEST FPS TITLE Zen-balanced gameplay.

TUROK EVOLUTION
Publisher> Acclaim
Version> PAL **Issue**> #27 **71**
A conventional shooter that replicates rather than innovates.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07 **82**
Excellent single-player mode. Fails badly in multiplayer.

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> #17 **80**
Superb in places with some genuinely thrilling moments.

CHOPLIFTER: CRISIS SHIELD
Publisher> Xicat Interactive
Version> PAL **Issue**> #35 **85**
Ill-balanced, stressful, throwaway gaming.

DRAGON RAGE
Publisher> 3DO
Version> PAL **Issue**> #23 **43**
Uninspiring, prosaic and lifeless.

LETHAL SKIES
Publisher> THQ
Version> PAL **Issue**> #27 **63**
More Fökker than F14 – this flawed flier fails to take off

RC SPORTS COPTER CHALLENGE
Publisher> Xicat Interactive
Version> PAL **Issue**> #29 **36**
About as much fun as pulling your eyelashes out.

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 **79**
Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **54**
Awkward controls, tiny arenas and spiteful difficulty.

ARMORED CORE 2: ANOTHER AGE
Publisher> Metro
Version> PAL **Issue**> #24 **56**
Bigger does not mean better – there's just more flaws.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 **70**
Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 **74**
Lush battles and loads of strategy – a bit like chess

ROBOTECH: BATTLECRY
Publisher> TDK Mediactive
Version> PAL **Issue**> #30 **69**
Possibly the best-looking cartoon robot game out there.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 **46**
A derivative title that's very average.

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> #16 **63**
Panic action that'll leave you grinning.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 **84**
BEST MECH TITLE Short, but intense battling action.

PLATFORMER

APE ESCAPE 2
Publisher> SCEI
Version> NTSC **Issue**> #30 **80**
Exactly like the original, only bigger and more attractive.

CASTLEWEEN
Publisher> Wanadoo
Version> PAL **Issue**> #30 **45**
You won't hate it, but it's too terrifyingly ordinary to buy.

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> #17 **66**
Next-gen reworking of Crash's 32-bit past glories.

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **35**
A lame game launched on the back of a successful film.

DISNEY'S STITCH: EXPERIMENT 626
Publisher> Disney
Version> PAL **Issue**> #27 **64**
A capable and enjoyable platformer. If you're six.

DONALD DUCK PK
Publisher> Ubi Soft
Version> PAL **Issue**> #30 **64**
Not quite the turkey we expected.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **29**
Stunningly basic and enormously dull... even for kids.

DR MUTO
Publisher> Midway
Version> PAL **Issue**> #33 **59**
A valid attempt, but not a patch on *R&C*.

EVIL TWIN: CYPRIEN'S CHRONICLES
Publisher> Ubi Soft
Version> PAL **Issue**> #19 **30**
Commits every platform sin and the plot's baffling.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13 **79**
Nearly a classic – but repetitive with a short lifespan.

FROGGER
Publisher> KCEA
Version> PAL **Issue**> #22 **25**
For easily impressed children only.

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12 **51**
More playable and less 'weird' would've helped.

HAVEN: CALL OF THE KING
Publisher> Midway
Version> PAL **Issue**> #29 **81**
Excellent ideas in need of some pruning.

ISLAND EXTREME STUNTS
Publisher> SCEE
Version> PAL **Issue**> #33 **65**
Finally – a game that's both For Children and Pretty Good.

JAK & DAXTER
Publisher> Sony
Version> PAL **Issue**> #18 **85**
Massive, gently enthralling and fun.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

KLONOA 2
Publisher> Namco
Version> PAL **Issue>** #10 — 73
Visually beautiful with well-machined gameplay.

MAXIMO
Publisher> Konami
Version> PAL **Issue>** #20 — 84
Ace for hardcore gamers, but very tricky in places.

MONSTERS, INC.
Publisher> Sony
Version> PAL **Issue>** #19 — 41
Cunning use of cutscenes doesn't make a decent game.

PAC-MAN WORLD 2
Publisher> SCEE
Version> PAL **Issue>** #33 — 75
Good platforming, but Pac's yesterday's man.

PETER PAN: LEGEND OF NEVERLAND
Publisher> Sony
Version> PAL **Issue>** #20 — 50
A decent adventure for pre-school sprogs.

PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue>** #16 — 55
Masks solid platforming behind unbalanced level design.

RATCHET & CLANK
Publisher> SCEE
Version> PAL **Issue>** #29 — 91
BEST PLATFORMER A labour of love on every crafted level

RAYMAN
Publisher> Ubi Soft
Version> PAL **Issue>** #18 — 48
A blend of racer/platform/shooter, and a right mess, too.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue>** #05 — 68
The characters are for kids, the gameplay's for adults.

SCOOBY-DOO: NIGHT OF 100 FRIGHTS
Publisher> THQ
Version> PAL **Issue>** #25 — 64
Competently designed, by-the-numbers platforming.

SLY RACCOON
Publisher> SCEE
Version> PAL **Issue>** #31 — 80
Beautifully cel-shaded thief-em-up.

SPYRO: ENTER THE DRAGONFLY
Publisher> Universal Interactive
Version> PAL **Issue>** #30 — 68
A breezy, traditional platformer.

TAZ: WANTED
Publisher> Infogrames
Version> PAL **Issue>** #28 — 70
Great fun for a quick platforming fix.

TREASURE PLANET
Publisher> Sony
Version> PAL **Issue>** #29 — 75
Not that polished, but not a decision you'd regret.

TY THE TASMANIAN TIGER
Publisher> EA
Version> PAL **Issue>** #29 — 50
Made with the most soulless corporate agenda in the world.

VEXX
Publisher> Acclaim Entertainment
Version> PAL **Issue>** #34 — 73
Challenging, but bogged down with petty nuances.

WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK
Publisher> Cryo
Version> PAL **Issue>** #30 — 49
Another squiffy cel-shaded platformer.

PUZZLE

AQUA AQUA
Publisher> SCI
Version> PAL **Issue>** #04 — 71
A solid, if slightly small, puzzler.

EGGO MANIA
Publisher> Kemco
Version> PAL **Issue>** #27 — 40
Pointless reshuffle of the old puzzle-game mainstays.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue>** #01 — 85
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue>** #10 — 78
Proves that puzzlers don't have to be about blocks.

MR MOSKEETO
Publisher> Eidos
Version> PAL **Issue>** #22 — 52
Odd, boring and average. More strange than fun.

SHREK SUPER PARTY
Publisher> TDK Mediactive
Version> PAL **Issue>** #33 — 58
Fine – with lots of friends and lots of alcohol.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue>** #04 — 78
Little more than a buffing up of the classic game.

TETRIS WORLDS
Publisher> THQ
Version> PAL **Issue>** #23 — 32
Pointless fingering of an old-skool puzzler.

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue>** #16 — 60
Stinks of quality and does the job properly.

WHO WANTS TO BE A MILLIONAIRE 2
Publisher> Eidos
Version> PAL **Issue>** #17 — 53
If you're having a crap party then rent this.

RPG

DARK CLOUD
Publisher> Sony
Version> PAL **Issue>** #11 — 81
Manages to mould RPGs into something refreshing.

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue>** #12 — 80
Smells of entertainment rather than drudgery.

EVERBLUE
Publisher> Capcom
Version> PAL **Issue>** #24 — 51
There's no excitement here at all. Put that cash away.

EVERBLUE 2
Publisher> Capcom Eurosoft
Version> PAL **Issue>** #34 — 56
Strangely compelling but not exactly exciting.

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue>** #02 — 35
An uninspired, sluggish RPG. Very poor.

FINAL FANTASY 10
Publisher> SCEE
Version> PAL **Issue>** #23 — 91
BEST RPG The game that all the others want to be.

GRANDIA 2
Publisher> Ubi Soft
Version> PAL **Issue>** #23 — 45
Dated and dire. The combat system is utterly wasted.

JADE COCOON 2
Publisher> Ubi Soft
Version> PAL **Issue>** #22 — 70
Solid-enough critter-battling gameplay.

KINGDOM HEARTS
Publisher> SCEE
Version> PAL **Issue>** #29 — 88
Instantly accessible and beautifully realised.

LEGAIA 2: DUEL SAGA
Publisher> Eidos
Version> PAL **Issue>** #28 — 59
Attempts to put a new spin on the RPG, but falls short.

ORPHEN
Publisher> Activision
Version> PAL **Issue>** #04 — 56
A brash attempt to defy RPG with facile gameplay.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue>** #06 — 80
Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue>** #07 — 70
A game with massive aspirations.

SUMMONER 2
Publisher> THQ
Version> PAL **Issue>** #29 — 73
Usurps the original, but not much inspiration or invention.

WILD ARMS 3
Publisher> Ubi Soft
Version> PAL **Issue>** #33 — 71
Surprisingly non-plodding and punchy for a role player.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue>** #11 — 47
Encouraging, but looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue>** #11 — 18
Repetitive, flawed and utterly lamentable. Don't bother

THE TOP 5 BEST SHOOT-EM-UP TITLES

1 FUR FIGHTERS — Publisher> Acclaim

Absolutely rammed with humour, stuff to do and plenty of extras. Why can't more games be like this? **86**

2 STAR WARS: STARFIGHTER — 85
Atmospheric, exciting and full of explosions – *Starfighter*'s everything a *Star Wars* game should be. Out on Platinum.

3 STAR WARS: JEDI STARFIGHTER — 80
An accomplished and attractive plot-driven shoot-em-up that's engaging, intuitive and bloody good fun to play.

4 TWISTED METAL: BLACK — 80
Fast, frenetic and a real puller. We like the way *Twisted Metal: Black*'s addictively sick carnage plays.

5 TIME CRISIS 2 — 78
A fantastic coin-op conversion that eclipses the original. Shooting things is as much fun as it ever was.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue>** #09 — 40
A lazy banged-together rehash of established concepts.

CONTRA: SHATTERED SOLDIER
Publisher> Konami Europe
Version> PAL **Issue>** #33 — 52
It's a classic... but then so was *Warlords of Atlantis*.

DINO STALKER
Publisher> Capcom
Version> PAL **Issue>** #26 — 58
Capcom's best lightgun game yet, but still too lumbering.

ENDGAME
Publisher> Empire
Version> PAL **Issue>** #25 — 49
Hackneyed lightgun game with no replay value.

FIREBLADE
Publisher> Midway
Version> PAL **Issue>** #24 — 68
Thrilling early on, but slack gameplay in stealth mode.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue>** #10 — 86
BEST SHOOT-EM-UP Lots of stuff to do, humour and extras.

GUNFIGHTER 2: REVENGE OF JESSE JAMES
Publisher> Ubi Soft
Version> PAL **Issue>** #35 — 40
Riddled with flaws and boring to boot.

GUNGRAVE
Publisher> Activision
Version> PAL **Issue>** #30 — 68
Big fun, but tiny, *tiny* gameplay.

IRON ACES 2
Publisher> Xicat Interactive
Version> PAL **Issue>** #20 — 17
A confusing travesty that looks absolutely terrible.

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue>** #15 — 63
Dumb knockabout fun – like a diet version of *Twisted Metal*.

NINJA ASSAULT
Publisher> SCEE
Version> PAL **Issue>** #27 — 68
Entertaining enough, but comes up short everywhere.

POLAROID PETE
Publisher> JVC
Version> PAL **Issue>** #18 — 35
A bizarre scrolling 2D snapper that lacks any substance.

POLICE 24/7
Publisher> Konami
Version> PAL **Issue>** #19 — 49
Only a pathetic 14 minutes long in Story mode.

REZ
Publisher> Sony
Version> PAL **Issue>** #18 — 66
Clever, but not half as innovative as it thinks it is.

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue>** #16 — 67
After an evening with this you'll have had your fill.

SILENT SCOPE 3
Publisher> Konami
Version> PAL **Issue>** #31 — 54
We completed this in four hours. *Four hours*.

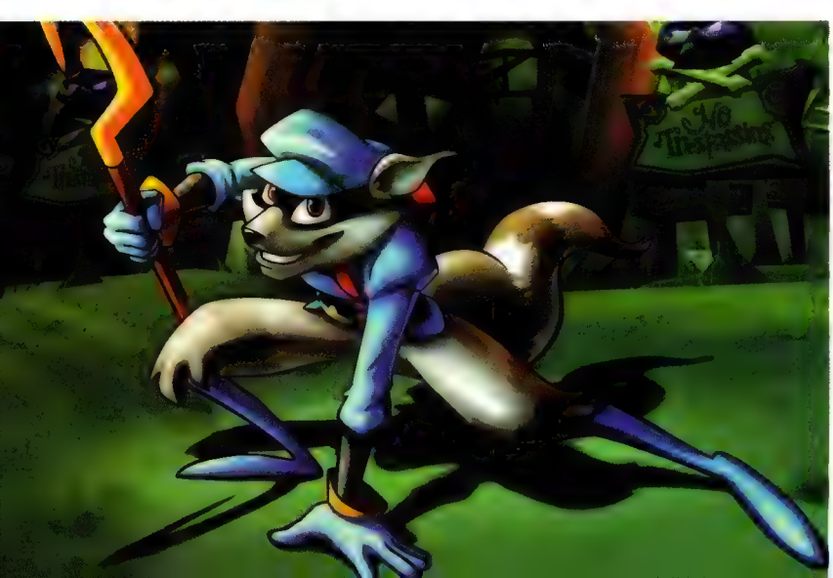
STAR WARS: JEDI STARFIGHTER
Publisher> Activision
Version> PAL **Issue>** #22 — 80
Accomplished, attractive, plot-driven and bloody good fun.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue>** #09 — 85
Atmospheric, exciting, and full of explosions.

SUB REBELLION/UNDERWATER UNIT
Publisher> Irem
Version> NTSC **Issue>** #25 — 62
Attractive and playable aquatic combat.

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue>** #16 — 78
A fantastic coin-op conversion.

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue>** #14 — 70
An explosive charge into occupied territory.



TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16
Limited, low-level mission structure.
67

TWIN CALIBER
Publisher> Rage
Version> PAL **Issue**> #28
Nice idea, poorly handled.
32

TWISTED METAL: BLACK
Publisher> Sony
Version> PAL **Issue**> #13
Fast and frenetic – we like the way this sick carnage plays.
80

VIRTUA COP: ELITE EDITION
Publisher> Acclaim
Version> PAL **Issue**> #30
Looks as tired as it plays.
44

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06
It's basic and linear, but get into it and it's surprisingly fun.
69

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> #11
Halliwell-thin and totally inadequate gameplay.
29

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> #15
Thorough and insightful, but could get up your nose.
65

JURASSIC PARK: OPERATION GENESIS
Publisher> Vivendi
Version> PAL **Issue**> #34
Classy but short-lived.
61

LMA MANAGER
Publisher> Codemasters
Version> PAL **Issue**> #22
The best football management sim you can get for PS2.
86

LMA MANAGER 2003
Publisher> Codemasters
Version> PAL **Issue**> #29
Fabulously well implemented and easy to grasp.
84

PREMIER MANAGER
Publisher> Zoo Digital Publishing
Version> PAL **Issue**> #31
A stress-free introduction to football management.
80

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05
Capable of running itself without any help from you.
68

SIMS, THE
Publisher> EA
Version> PAL **Issue**> #31
Genuine effort has been put into the conversion
85

SPORT

2002 FIFA WORLD CUP
Publisher> EA
Version> PAL **Issue**> #22
Nearly great but too much focus on individual flair.
71

AGGRESSIVE INLINE
Publisher> Acclaim
Version> PAL **Issue**> #24
Very entertaining. Almost a contender to the *Hawk* crown.
83

AIRBLADE
Publisher> Sony
Version> PAL **Issue**> #16
Not deep enough to offer limitless trick potential.
77

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> #10
A quality two-player game of hardball.
72

ALL-STAR BASEBALL 2003
Publisher> Acclaim
Version> PAL **Issue**> #23
Impressive gameplay, but a little pedestrian.
74

ALL-STAR BASEBALL 2004
Publisher> Acclaim
Version> PAL **Issue**> #35
2004 could have just as much fun without your participation.
67

ALPINE RACER 3
Publisher> SCEE
Version> PAL **Issue**> #31
An utterly pointless release.
31

ATV QUAD POWER RACING 2
Publisher> Acclaim
Version> PAL **Issue**> #33
A fine effort, but similar to many older racers.
68

BASS STRIKE
Publisher> THQ
Version> PAL **Issue**> #18
A bit ropey looking and retro but competent.
64

BMX XXX
Publisher> Acclaim
Version> PAL **Issue**> #30
Good core gameplay lost in a treacle of humourless smut.
58

CENTRE COURT: HARD HITTER
Publisher> Midas
Version> PAL **Issue**> #19
Poor one-player – the four-player is ace, though.
62

CENTRE COURT: HARD HITTER 2
Publisher> Midas
Version> PAL **Issue**> #33
Underwhelming and flawed.
62

CRICKET 2002
Publisher> EA
Version> PAL **Issue**> #18
A ham-fisted effort that's rotten to look at and to play.
41

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> #14
Bugs aside, this still has some impressive moves on PS2.
76

DAVID BECKHAM SOCCER
Publisher> Rage
Version> PAL **Issue**> #24
A tragic attempt at a footie game. Barely playable.
24

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07
Solid, but let down by unforgivable graphical glitches.
59

ESPN NBA 2NIGHT 2002
Publisher> Konami
Version> PAL **Issue**> #24
Great graphics, but it still lags behind the NBA series.
72

ESPN INTERNATIONAL TRACK & FIELD
Publisher> Konami
Version> PAL **Issue**> #04
A jolt of bemani can't save it from looking tired.
63

ESPN INTERNATIONAL WINTER SPORTS
Publisher> Konami
Version> PAL **Issue**> #20
Immaculate presentation but lacks any variety.
55

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09
Bang up-to-date. Marred by a reliance on character stats.
68

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #15
A flawed compromise of reality and fantasy.
62

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04
The unforgiving learning curve may put the curious off.
70

ESPN WINTER X GAMES SNOWBOARDING 2
Publisher> Konami
Version> PAL **Issue**> #20
The authenticity's admirable, but the poor Career mode isn't.
69

EVOLUTION SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #33
Another average game made marginally worse.
54

EVOLUTION SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #33
A bad idea, poorly executed
43

THE TOP 5 BEST FOOTY TITLES

1 PRO EVOLUTION SOCCER 2 — 94
Publisher> Konami

Despite it receiving a fraction less than its predecessor, if you don't own *Pro Evo*, get this first...

2 FIFA 2003 — 81
Cast aside your preconceptions – *FIFA 2003* is *finally* a contender, and makes for a refreshing alternative.

3 RED CARD — 80
Hovers on greatness, but can't last the full 90 minutes. Nice if you haven't got the attention span for proper footy.

4 ISS 3 — 78
The 'arcade' version of *Pro Evo* delivers a competent game of knockabout football – *FIFA* ultimately wins out though...

5 THIS IS FOOTBALL 2003 — 74
Plays a solid, dependable workman-like game of footy, with a vast amount of competitions and leagues.

FIFA 2002
Publisher> EA
Version> PAL **Issue**> #16
Flawed play and patchy presentation.
69

FIFA 2003
Publisher> EA
Version> PAL **Issue**> #29
A refreshing alternative, and a huge improvement.
81

FOOTBALL MANIA
Publisher> Silicon Dreams/EA
Version> PAL **Issue**> #29
Nowhere near as much fun as it appears.
49

G1 JOCKEY
Publisher> THQ
Version> PAL **Issue**> #22
Joyless horse racing sim, without polish or imagination.
39

G1 JOCKEY 3
Publisher> Koei UK
Version> PAL **Issue**> #34
For horse loving number crunchers only.
43

GRAVITY GAMES BIKE: STREET. VERT. DIRT.
Publisher> Midway
Version> PAL **Issue**> #28
Too hard, too restrictive and not enough initiative.
48

HIGH HEAT MAJOR LEAGUE BASEBALL 2003
Publisher> 3DO
Version> PAL **Issue**> #24
An arcadey alternative to *All-Star*.
71

INTERNATIONAL CUE CLUB
Publisher> Midas Interactive
Version> PAL **Issue**> #24
No PS2 magic here, but at £15 a pop, who cares?
56

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> #12
A rubbish game, repackaged and aimed at young fans.
07

ISS2
Publisher> Konami
Version> PAL **Issue**> #22
Full of promise, but delivers a poor performance.
55

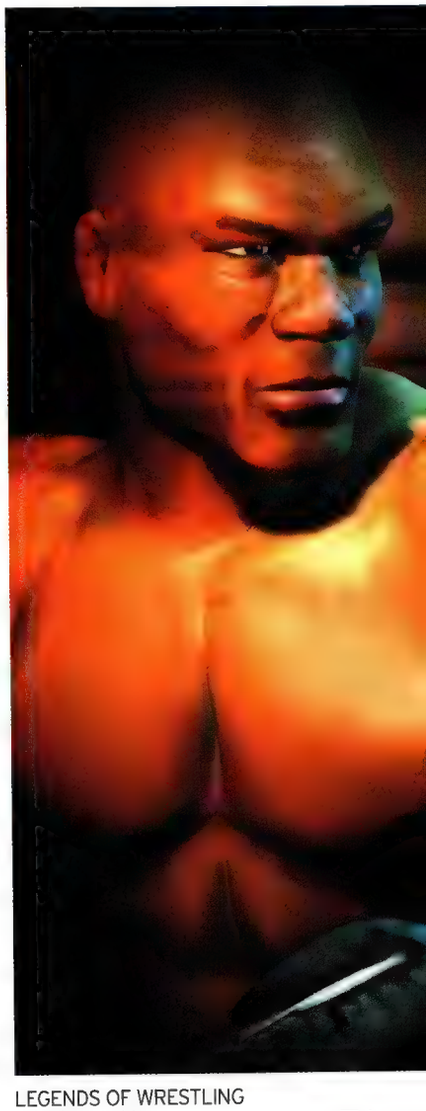
ISS3
Publisher> Konami
Version> PAL **Issue**> #34
A great little game of football.
78

JONNY MOSELEY MAD TRIX
Publisher> 3DO
Version> PAL **Issue**> #20
About as mad as a pair of brown brogues. Very dull.
38

KELLY SLATER'S PRO SURFER
Publisher> Activision
Version> PAL **Issue**> #28
Slickly-produced, hard-working water-borne fun.
75

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07
Compromised by some nasty graphical glitches.
79

LAKEMASTERS EX
Publisher> Midas Games
Version> PAL **Issue**> #22
Half the price of *Bass Strike*, and half the game as well.
36



LEGENDS OF WRESTLING
Publisher> Acclaim
Version> PAL **Issue**> #18
For veteran 'smart marks' – fantastic. A worthwhile effort.
71

LEGENDS OF WRESTLING 2
Publisher> Acclaim
Version> PAL **Issue**> #33
One for hardcore wrestling fans only.
68

LE TOUR DE FRANCE
Publisher> Konami
Version> PAL **Issue**> #23
Engaging, but not to everyone's taste.
75

MADDEN NFL 2002
Publisher> EA
Version> PAL **Issue**> #15
If you own *Madden 2001*, it's definitely time for a trade-in.
87

MADDEN 2003
Publisher> EA
Version> PAL **Issue**> #28
A lesson in how to make the definitive sports simulation.
88

MIKE TYSON HEAVYWEIGHT BOXING
Publisher> Codemasters
Version> PAL **Issue**> #23
No match for *Knockout*.
61

MR GOLF
Publisher> Midas Games
Version> PAL **Issue**> #34
Stranded between adult depth and childish glee
56

NBA 2K3
Publisher> Infogrames
Version> PAL **Issue**> #35
Intelligent and sophisticated b-ball sim
70

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07
A mostly successful translation.
72

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue**> #17
Legible tattoos don't enhance a simple roster update.
70

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

NBA LIVE 2003
Publisher> EA
Version> PAL **Issue**> #31 — 82
Not perfect, but going in the right direction.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07 — 70
As fun as the *NBA Jam* series ever was.

NBA STREET
Publisher> EA
Version> PAL **Issue**> #11 — 74
A funky take on basketball that's hard-hitting instant fun

NBA STREET VOL.2
Publisher> EA
Version> PAL **Issue**> #35 — 85
Basketball – but without the rules!

NEXT GENERATION TENNIS
Publisher> Wanadoo
Version> PAL **Issue**> #25 — 61
Not the greatest tennis game ever, and hard work.

NFL 2K3
Publisher> Infogrames
Version> PAL **Issue**> #35 — 78
Accomplished, but perhaps a little difficult for casual gamers.

NHL 2002
Publisher> EA
Version> PAL **Issue**> #15 — 70
The gameplay's tight and the visors shiny.

NHL 2003
Publisher> EA
Version> PAL **Issue**> #28 — 69
No spark, not much fun.

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue**> #16 — 72
A belting title that transcends its steep learning curve.

NHL HITZ 2003
Publisher> Midway
Version> PAL **Issue**> #28 — 80
A solid-hitting hockey game.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 — 45
Skimps in the areas it should be concentrating on.

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue**> #16 — 95
LIKE FOOTY? GET THIS Faultless footy. Crap commentary

PRO EVOLUTION SOCCER 2
Publisher> Konami
Version> PAL **Issue**> #29 — 94
Konami retain the footy crown.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 — 82
Boxing that looks good and makes you laugh

RED CARD
Publisher> Midway
Version> PAL **Issue**> #23 — 80
Arcade-paced action – not as good as *Pro Evolution*.

RUGBY
Publisher> EA
Version> PAL **Issue**> #10 — 80
A damn fine – if a little simple at times – game of rugby

SALT LAKE 2002
Publisher> Eidos
Version> PAL **Issue**> #19 — 39
None of the punch of an arcader or the substance of a sim.

SEGA BASS FISHING DUEL
Publisher> Acclaim
Version> PAL **Issue**> #33 — 55
Shallow, dull and humourless

SEGA SOCCER SLAM
Publisher> Infogrames
Version> PAL **Issue**> #30 — 36
A lazy attempt at 'fun' footy.

SHAUN PALMER'S PRO SNOWBOARDER
Publisher> Activision
Version> PAL **Issue**> #18 — 35
Lacks the flair and playability of both *Tricky* and *THPS3*.

SIMPSONS SKATEBOARDING, THE
Publisher> EA
Version> PAL **Issue**> #33 — 09
Worst. Game. Everr. Nearly.

SMASH COURT TENNIS: PRO TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #23 — 87
Up there with the best sports titles on PS2

SLAM TENNIS
Publisher> Infogrames
Version> PAL **Issue**> #25 — 77
Smart arcade-style tennis sim – similar to *Virtua Tennis*.

SSX TRICKY
Publisher> EA
Version> PAL **Issue**> #16 — 95
Very cool. Compulsive gameplay and riotous effects

STREET HOOPS
Publisher> Activision
Version> PAL **Issue**> #28 — 64
Gameplay imbalance turns this into a B-ball also-ran

SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE
Publisher> 3DO
Version> PAL **Issue**> #26 — 08
An absolute shocker.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 — 70
A round of golf with ludicrous cartoon characters.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 — 68
Capable of running itself without any help from you.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> #14 — 71
Deceptive playability with some excellent detailing.

THIS IS FOOTBALL 2003
Publisher> Sony
Version> PAL **Issue**> #28 — 74
Reasonable footy game, but an excellent player-manager.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 — 72
It captures the feel and emotion of golf perfectly

TIGER WOODS PGA TOUR 2003
Publisher> EA
Version> PAL **Issue**> #30 — 80
EA and Tiger bring home another winner

TONY HAWK'S PRO SKATER 3
Publisher>Activision
Version> PAL **Issue**> #17 — 96
A brilliantly-realised challenge

THE TOP 5 BEST EXTREME SPORT TITLES

1 TONY HAWK'S PRO SKATER 4
Publisher> Activision

Despite not having the impact of *Pro Skater 3* when it arrived, we suggest you get this updated version first... **94**

2 TONY HAWK'S PRO SKATER 3 — 96
Out now on Platinum – which is why we're continuing to recommend it here. It's a divinely pitched challenge. Get it in.

3 SSX TRICKY — 95
Edgy, funky, cool – outrageously compulsive gameplay and riotous effects slam *SSX* to the precipice of perfection.

4 AGGRESSIVE INLINE — 83
Huge, entertaining and engrossing – a bit more shine could have made this a real contender to the *Hawk* crown.

5 AIRBLADE — 77
Frustrating, but fun. More attention to the Story mode could have made this the *Driver* to *THPS*'s *Gran Turismo*.

TONY HAWK'S PRO SKATER 4
Publisher> Activision
Version> PAL **Issue**> #30 — 94
LIKE SKATING? GET THIS Free-roaming, tough and addictive.

TOP ANGLER
Publisher> Xicat Interactive
Version> PAL **Issue**> #22 — 22
Don't waste your cash – this plays like a damp dog.

TRANSWORLD SURF
Publisher> Infogrames
Version> PAL **Issue**> #26 — 72
An enjoyable first attempt at digital surfing

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> #12 — 56
Stilted animation and odd ball movement. Shame.

UEFA CHAMPIONS LEAGUE 2001/02
Publisher> Take Two
Version> PAL **Issue**> #18 — 48
A competent footy game overwhelmed by irritating flaws.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> #14 — 80
This realistic boxer falls just short of greatness.

VIRTUA TENNIS 2
Publisher> Acclaim
Version> PAL **Issue**> #30 — 88
The most complete tennis game around.

WHIRL TOUR
Publisher> EA
Version> PAL **Issue**> #35 — 34
Scooters? Don't even go there.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue**> #14 — 76
Captures the atmosphere and realism of the game.

WTA TOUR TENNIS
Publisher> Konami
Version> PAL **Issue**> #23 — 36
Woefully inept attempt at tarting up dull tennis.

UTILITY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue**> #15 — 76
Overflowing with tactical subtlety

ARMY MEN R.T.S
Publisher> 3DO
Version> PAL **Issue**> #24 — 56
One-dimensional combat melts any long-term appeal.

COMMANDOS 2: MEN OF COURAGE
Publisher> Eidos
Version> PAL **Issue**> #24 — 79
A gripping balance of action and strategy.

CONFLICT ZONE
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 79
Cheap and pretty with legions of machines.

DYNASTY TACTICS
Publisher> Koei
Version> PAL **Issue**> #29 — 59
Tidy looks, but frustrating control system.

KESSEN
Publisher> EA
Version> PAL **Issue**> #05 — 74
Takes Japanese strategy into the major league.

KESSEN 2
Publisher> KOEI
Version> NTSC **Issue**> #20 — 66
Looks epic but lacks depth. One for RTS fans.

STRATEGY

EJAY CLUBWORLD
Publisher> Empire Interactive
Version> PAL **Issue**> #26 — 84
A solid, fuss-free choice for the amateur DJ.

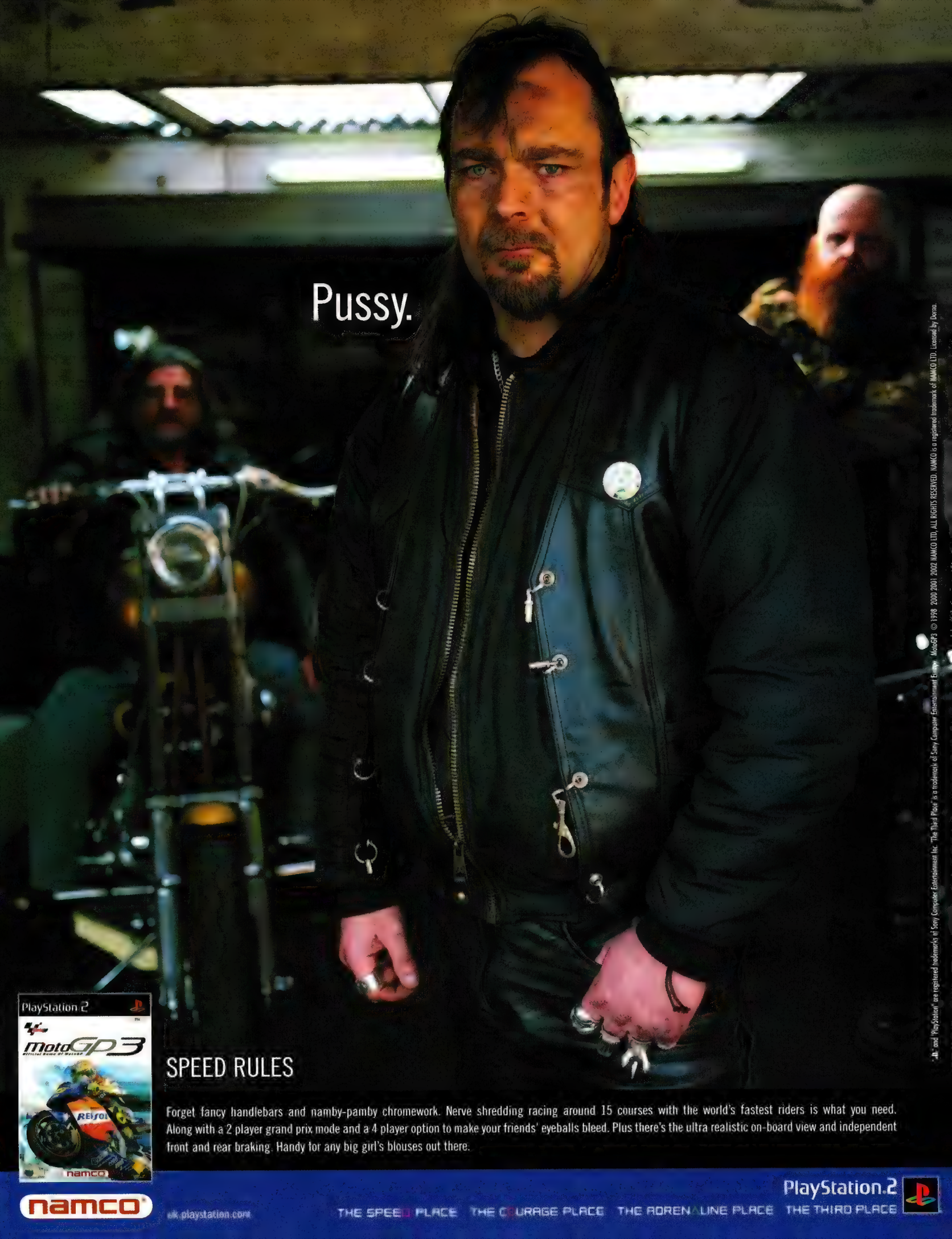
MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> #10 — 90
If there's music in your soul, this disc belongs in your PS2.

MUSIC 3000
Publisher> Jester Interactive
Version> PAL **Issue**> #35 — 81
Leagues ahead of the competition, but mightily complex.

MUSIC MAKER
Publisher> FastTrak
Version> PAL **Issue**> #19 — 23
Poor – but the naff video generating element's a laugh.

PHEW, THAT'S IT...

Now you know all the games worth buying and all the lemons you should avoid. Don't buy a game until you've consulted PSM2 first. Reckon your PS2 knowledge is a bit lacking? Then cut out these pages or carry them with you. Always.



SPEED RULES

Forget fancy handlebars and namby-pamby chromework. Nerve shredding racing around 15 courses with the world's fastest riders is what you need. Along with a 2 player grand prix mode and a 4 player option to make your friends' eyeballs bleed. Plus there's the ultra realistic on-board view and independent front and rear braking. Handy for any big girl's blouses out there.

namco

uk.playstation.com

THE SPEED PLACE THE COURAGE PLACE THE ADRENALINE PLACE THE THIRD PLACE

PlayStation.2

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PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロヒント

トクセンジョウホウ

HEY HEY - THE TEETH-GRINDING, HAIR-PULLING, KICK-THE-CAT DAYS ARE HERE AGAIN...

DAN

Face facts. Since the PlayStation came out, gamers have had it easy. You don't think? Ha! You know nothing. Before the invention of a small, plastic, over-priced gadget you could slip into the slot of your console and save, yes SAVE, your progress on any given game, those of us with crow's feet and the odd (distinguished) grey hair that got into gaming via machines such as the ZX Spectrum and the Sega MegaDrive had to do things the hard way.

Gaming wasn't merely about slapping on *SSX* for a quick descent before bed, or a quick *Pro Evolution Soccer* Master League title decider before (spits) The Premiership. No, it was about sitting down in a darkened room and playing non-stop until said game was entirely beaten or chewed by your tape recorder – whichever happened first. And some games couldn't even be beaten at all, thanks to the odd 'syntax error' in the code that meant it crashed after level 9,999,999. But did we care? Hell no, it was the perseverance that was the appeal, the round-the-clock endurance in which 'life' was sacrificed for another wire-frame level played out to the torturous, yet hypnotic drone of mono, three-bar music.

NEED HELP?

Are you cack-handed at *Kessen*? Boarding like a berk in *SSX*? Or have you got some advice you'd like to give to other readers? Then email us at PSM2@futurenet.co.uk or write to us at the usual address.

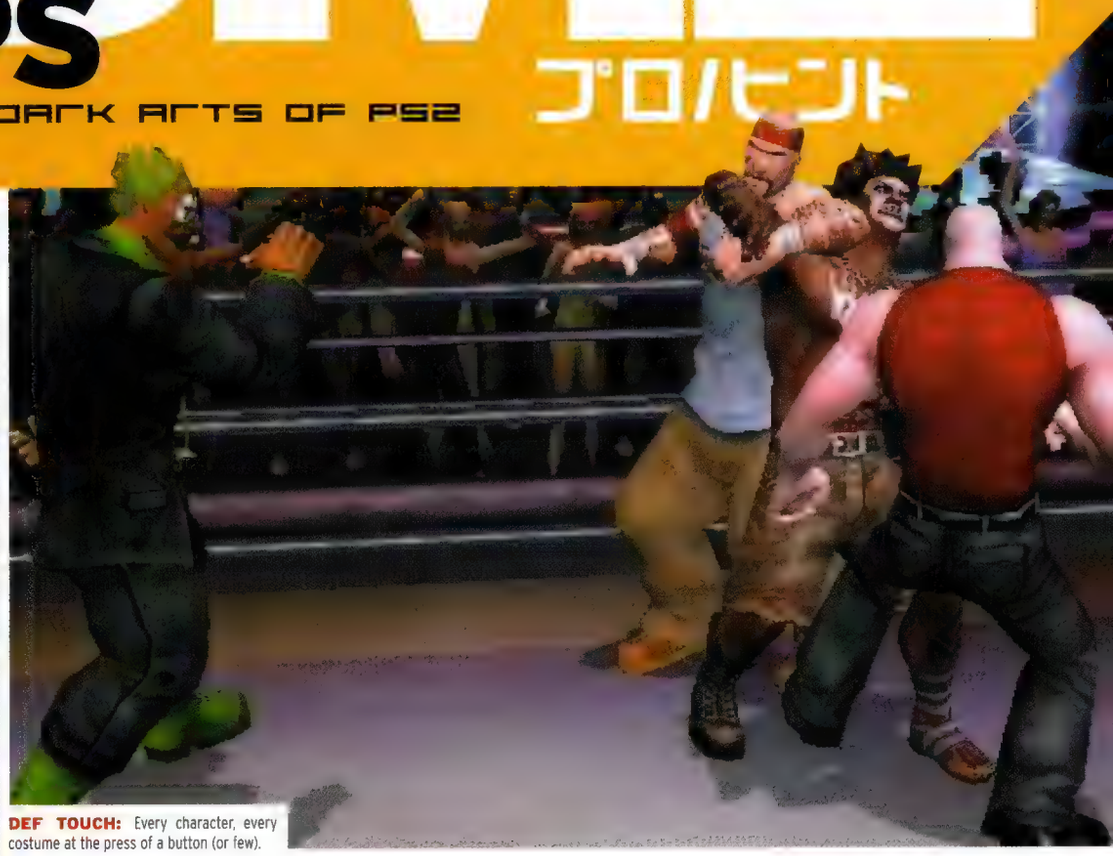
But now, with games like *Shinobi* harking back to the old-school hard way, where restart points were just a glint in some over-generous developer's eye, modern gamers can get some semblance of what us oldies had to endure. The question is, are you equal to the challenge?

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential title in detail, but keep you up-to-date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?



DEF TOUCH: Every character, every costume at the press of a button (or few).

›THE PICK OF WHAT'S NEW トクセンジョウホウ

HOT TIPS

Getting games in a choke-hold and forcing them to spew-up all their carrot-soaked juicy bits...

DEF JAM VENDETTA

Yo, wassup? We've got a *Def Jam Vendetta* special goin' on right here (the review's back on page 70 if you're still undecided).

To unlock one of these Cheat modes, select Battle mode and choose any type of match you like. Enter a User ID at the 'User Setups' menu and then hold L1 + L2 + R1 + R2 at the character selection screen before quickly entering one of the following codes to unlock the corresponding character and big-up your posse...

Unlock Arii
⊗, ▣, △, ○, ▣

Unlock Briggs (alternate costume #1)
⊗, △, ○, ▣, ○

Unlock Briggs (alternate costume #2)
⊗, △, ▣, ⊗, ○

Unlock Carla
⊗, ▣, ⊗, ⊗, ⊗

Unlock Chukklez
▣, ▣, △, ⊗, ○

Unlock Cruz
○, △, ⊗, ⊗, ○

Unlock D-Mob
▣, △, ○, ⊗, ○

Unlock D-Mob (alternate costume)
▣, ▣, △, ▣, ▣

Unlock Dan G
⊗, ○, ⊗, ○, ▣

Unlock Deebo
○, ○, ⊗, ⊗, △

Unlock Deja
○, ▣, ○, ○, ⊗

TIP OF THE MORNIN'

DEVIL MAY CRY 2

Eee, that demonic pairing of Dante and Lucia certainly know how to handle themselves, but what do they look like? Like they're stuck in the piss-soaked mosh-pit of an eternal (The) Cult concert, that's what. So how's about a make-over? Simply play each character's first mission then save and reset the PS2. Now sit through the entire intro until the 'Press Start' screen appears and press L3, R3, (click the sticks down) L1, R1, L2, R2, L3, R3. If the code has worked you'll hear the same sound as if you'd just picked up an in-game object. Now load up the save you just made and you'll be able to change Dante or Lucia's evil Gothic garb into trendier attire. You will also have just unlocked the 'MIssion Select', meaning you can play any mission again if you missed something without having to complete the game first.

Unlock DMX
○, ✕, ○, △, □

Unlock Drake
△, □, ○, ✕, ✕

Unlock Drake (alternate costume)
✕, △, △, ○, ○

Unlock Funkmaster Flex
○, △, ○, ○, □

Unlock Headache
△, △, △, □, ○

Unlock House
△, ✕, △, ○, ✕

Unlock Iceberg
□, △, ○, □, ○

Unlock Ludacris
○, ○, ○, □, △

Unlock Manny (alternate costume)
○, □, ○, □, ○

Unlock Masa
✕, ○, △, □, □

Unlock Method Man
□, ○, ✕, △, ○

Unlock Moses
△, △, □, □, ✕

Unlock NORE
○, □, △, ✕, ○

Unlock Nyne
□, ○, ✕, ✕, △

Unlock Omar
○, ○, □, △, △

Unlock Opal
○, ○, □, □, △

Unlock Peewee
✕, ✕, □, △, □

Unlock Peewee (alternate costume)
✕, △, △, □, ○

Unlock Penny
✕, ✕, ✕, △, ○

Unlock Pockets
△, □, ○, □, ✕

Unlock Proof (alternate costume)
✕, □, △, □, ○

Unlock Razor
△, □, △, ○, ✕

Unlock Razor (alternate costume)
□, ○, ✕, △, △

Unlock Redman
○, ○, △, □, ✕

Unlock Ruffneck
✕, □, ✕, △, ○

Unlock Ruffneck (alternate costume)
□, ○, △, ✕, □

Unlock Scarface
○, □, ✕, △, □

Unlock Sketch
△, △, ○, □, ✕

Unlock Snowman
△, △, ✕, ✕, ○

Unlock Spider (alternate costume)
□, △, ✕, □, ○

Unlock Steel
✕, △, ○, ○, △

Unlock T'ai
○, ○, □, ✕, ○

Unlock Zaheer
△, △, □, ✕, ✕

THE BAYEUX TIPESTRY #2

A tatty old tea towel largely ignored by shambling pensioners and bored, nose-picking kids it may be, but look closer and you'll notice that the Bayeux Tapestry is actually the world's first ever tips mag. No, really. However, back then in the olden days, cheating was deemed to be a form of witchcraft and so its creators were flash-fried, and the medieval mag was torn to shreds, only pieced back together later by 15th century monks understandably desperate to get past the CIA Headquarters on *Splinter Cell*. Here we unravel the cloth catastrophe still further by pointing out that the supposed representation of Halley's Comet isn't that at all, but in actual fact a hovering Oboro clan coin from *Shinobi*. And if you collect 30 of these you'll unlock Mortisune, a stronger, faster alternative to Hotsuma. Ah, the appliance of science, eh?

NEXT MONTH How Edward the Confessor, er, confesses to picking up ladies of the night in Vice City.

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

Splinter Cell (M)
0E3C7DF2
1853E59E
7E8C6405
BCBB3507
CAFA71AA
BCA99B83

Infinite health
DE8FFFCE
E0AA9B4B
DE8FFFCA
6AEA9E17
DE8FFFD6
C4B5421D
DEAC58B2
C4AC9A77

Always in the Dark
DEAC21EA
6A299D07

Full Ammo (99)
DEA878AE
C8AC9A47
DE8FFF8E
E0AF9BE6
DE8FFF8A
6A4F9FF3
DE8FFF96
BF899B8B
Look in inventory to activate. Only use one ammo code.

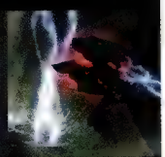
Full Ammo (9999)
DEA878AE
C8AC9A47
DE8FFF8E
E0AFC292
DE8FFF8A
6A4F9FF3
DE8FFF96
BF899B8B
Look in inventory to activate. Only use one ammo code.

Zero Alarms
DE8FFFBE
F8AC9BD0
DE8FFFBA
480C4D57
DE8FFF42
480C9BEF
DE8FFF66
4AEC9BF3
DE8FFF5A
BF899B8B
DEAC592A
C8AC9A53
DE8FFF4A
6809A147
This code won't work on the last level's entrance alarm.

All Missions
0EB4C778
BCA98B82
F1F874B2
BCA99BAE
Press L1 + R1 + L2 + R2 on Level Select screen to activate. Works only on first boot.

Guards Don't Attack/Defend
DEAE8126
C8B5AC8F
DEAE8006
C8B5AC8F
DEAE8136
C8B5AC8F

Devil May Cry 2 (M)
0E3C7DF2
1853E59E
EE8212CE
BCA99C80



Dante Costume 2
CE44742E
BCA99F84

Play As Secretary
CE44742E
BCA9A284

Dante Costume 3
CE44742E
BCA9A184

Lucia Costume
CE44742E
BCA9A084

Play As Trish
CE44742E
BCA99D84

Lucia Costume 3
CE44742E
BCA99E84

TEST... LUCIA

She's a high-kicking, knife-tossing, devil-bashing gal who doesn't take no flak, but her bum most certainly does look big in that – it's Lucia from *Devil May Cry 2*...

JUICY LUCIA: PSM2's guest agony aunt in all her girly glory. Giz a twirl, luv!

BOMB

Dear PSM2,

I have been trying to unlock the multiplayer Site level in *TimeSplitters 2* for about a month now. I have read the Prima guide and it says you need to 'complete a certain number of Arcade Challenges'. Well I have completed every Arcade Challenge with silver or better (apart from one bronze on the Monkey Dam Bomb challenge) and you are my last life-line. So what do I need to do to unlock it?

Alz Man, via email

It would appear that you're urinating against totally the wrong tree there, friend. Try completing Story mode on the 'Hard' difficulty setting, and after that the multiplayer Site level should be unlocked.

... So anyway, I said to Trish, I said eeh, that Lucifer, he's a right horny devil, he is. Horny. Devil. Naaahaaa!

DIRTY

Dear PSM2,

Can you please tell me how to get all seven possible endings in *SOS: The Final Escape*, please?

Joe Knights, via email

Some endings occur during the course of the events in the game and others take place at the eventual climax. To get the seventh ending, for example, opt to get into the rescue helicopter after opting to head towards the Amusement Park instead of going to Karen's house. To get endings five and six, at Windrunner Park, you must swim across the lake and go and meet the man in the rescue boat. By telling him that you're alone, you'll leave the island there and then (the different endings are simple variations depending on which woman you are with – Karen or Kelly). Endings one to four are determined by 'karma'. If you are nice to whichever woman you're with (eg, giving them the Umbrella in the rain, choosing the most positive, flattering responses to the prompted conversations and also talking to them often even when not prompted (approach them at any time and press ⊗) you'll get the good endings one or two (depending on which woman you're with). However, if you're cruel (eg, choosing unflattering responses to the prompted conversations, giving them dirty water to drink, using the Umbrella in the rain while they get drenched, etc) you'll get the bittersweet endings three and four (depending on the woman you're with) in which both of you are left to drown as the water rises to engulf the skyscraper you end up on.

... And then I asked Dante if I could see have a go on his sword, but he wasn't having any of it ...

DIY SOS: Be nice? Be Bad? Just how do you get all the endings in this quake-em-up adventure?

THUNDER

Dear PSM2,

I'm having trouble with *Kingdom Hearts*. How do you kill the boss at the Clock Tower in Neverland? I know you need to stop the clock to prevent your team-mates from dying, but what else?

Phil Tomlinson, via email

Presuming you mean the Phantom that takes up residence in the tower after you seal the Hollow Bastion keyhole? Right, get Sora, Goofy and Peter Pan in your group and stand by for action. Immediately lock on to the clock hands on any side of the clock tower and cast 'Stop' on it to freeze time (if you don't, like you pointed out, the clock tower will start a countdown which, once finished, will eliminate a character from the battle). Re-cast the spell each time the countdown is about to expire in order to keep your party active and know when to attack. You can only hurt the Phantom when it has an orb underneath it, and different coloured orbs signify that different attacks are needed. If the orb is white – use a physical attack, red – fire, blue – blizzard and yellow – thunder. Only heal yourself and not other party members as you will need to conserve your MP for enemy spell-casting and aim well with your spells so as not to waste MP.

... So anyway, Trish, be honest, does my bum really look big in this?

HEART OF NOISE: Ticked-off with the clock tower beast? Chime is of the essence. Or something.

BAFFLED?

SHARE YOUR SUFFERING WITH PSM2...

Next month, we'll have an entirely new tips guru at the helm – Scorpion, or Dr Spong from *Haven*, perhaps. Or possibly someone actually funny. Don't be shy, if you've got a gaming conundrum, send your query to...

Test an Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or email it to PSM2@futurenet.co.uk.

BYTESIZE

› WOLVERINE'S REVENGE: To defeat Wendigo, wait until he's stopped running and get behind him and hit him. Then swing him around and launch him out of the ring. Repeat and then finish him off.

› MGS2: SUBSTANCE: To view an alternate ending sequence, complete a Snake Tale to unlock the M9 and then use it to stun all bosses instead of killing them. Do this and the ending will change when you eventually reach it.

› LARGO WINCH: Press ■, ⊙, ⊙, ◎, ◎, △, ⊙, △, ◎ at the main menu to open up a cheat menu containing 'Invisible', and 'Silent', options. Turn them on and enemies will not be able to see or hear you. Cheeky.

› WHIRL TOUR: To unlock all characters and levels, press △, ⊙, ◎, △, ↓, →, ↑, ←, L1, L1, →, →, ↓, ↑, L1, ◎, ←, ⊙, ⊙, ↓ on the main menu. Be warned, there's no sound to confirm entry.

› MOTO GP3: To beat Mr Driller in the first challenge, wait for him to take the lead, and then get into his slipstream. You'll gradually catch up, so simply wait until the last minute before overtaking and swerving in front.

› PRIMAL: Hold L1 + L2 + R1 + R2 for about five seconds at the main menu or bonus materials menu to bring up a magic cheats box. Then enter DEMONISE to become invincible to all enemies.

› SOUL CALIBUR 2 For a demonstration mode, complete the southern-most mission of chapter three in Weapon Master mode then go down the road to the south. The shop here sells all the weapon demonstrations.

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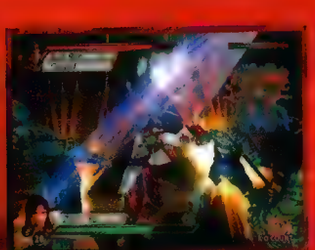
PlayStation®2

STRENGTH. COURAGE. DESIRE.

DYNASTY WARRIORS 4



"... the best-looking game in the series yet." - ign.com

- Play over 50 stages across 17 unique maps
- Giant siege engines: battering rams, catapults, and bridge layers
- Fierce new one-on-one duels
- Create your own officers and bodyguards
- New character-specific special attacks
- Brand-new Weapon Upgrade System
- Kingdom Play! Select a new general for each stage in Musou Mode
- 3 brand-new officers for over 40 playable characters

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PSM2 PRO-DOJO

Welcome to the Dojo – the place where the hopeful strive to join PSM2's hallowed order of PlayStation 2 masters. Within these bamboo-and-paper walls you'll find only the greatest PS2 gamers. Join us...

NEW LEAGUES

WIN! DRIVING AMBITION

After a short stagnant period, the GT3 board's seeing more action. Indeed, some veteran ninjas have been fit to come and give the young 'uns a kicking. Fight back, novice killers!

PROVE YOUR MASTERY!

Being a Ninja isn't easy. Merely finding out what qualifications you need or getting a couple of weeks' work experience can be a nightmare. Fortunately being one of PSM2's Pro Dojo Ninjas is rather easier. And there's none of that breaking tiles with your face business either.

Simply follow the guide below. It will help you get your score printed on these pages, and your face preserved forever on crisp DVD. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements this month with a game of your choice. **PSM2**

HOW TO BE FAMOUS!

1. Be really good at one of our challenge games. Have a look over the next four pages, read what the challenge is and decide if you can do better. If you can't even beat our tenth place offering, forget it... We only want new chart entries, and we update our listings every month.
2. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs and you should see your PS2 lurking on one of them.
3. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start recording and play your replay or begin playing the game. Do your best and, when you're done, record the high-score table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label on the tape (or stick a piece of paper on it).
4. Almost done. Now get a picture of yourself. Any picture. Naked. Fully clothed. We don't give a monkey's. You won't get in our Star Dojo players column (opposite) without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back of the photo to ensure our postal computer doesn't lose it.
5. Fill in the form at the end of the section. We do accept photocopies (we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope and post the lot to us. Good luck.

PRO DOJO CHECKLIST: BINGO!

Photo Video Entry Form

The address is: Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

The closing date is Monday 12th May.
And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.

GRAND THEFT AUTO: VICE CITY

The *GTA3* leagues have finally been retired, to make way for a couple of brand spanking new *Vice City* challenges. Get practising, and get those tapes in. We want to see how good you really are...

THE PCJ PLAYGROUND CHALLENGE

Activate the PCJ playground mission by hopping on to the bike that's leaning against the big grass-verged building near the Malibu Club (see Issue 31's DVD for more details). Now, you've got two minutes to complete this tough 24-checkpoint course. No cheats now – this is a pure test of your bike skills. You can complete the course in any order you like, and the fastest times make it into the league. What are you waiting for? Send us your ENTIRE runs on VHS and be famous and loved via our DVD.

FASTEST TIME

00'57"00	Simon Douel
0'59"00	Brian Dunne
01'03"00	Christopher Foy
01'04"00	David Newcomb
01'06"00	James Walker

THE CROSS-TOWN TRAFFIC CHALLENGE

Back by popular demand, the Cross-Town Traffic Challenge makes a very welcome return, this time taking in the sights of Vice City. As before, you can use any vehicle and any cheats – as long as you don't use aircraft or the flying cars cheat.

Beginning at the Hyman Condo in the Downtown district, you must make your way to the Lighthouse in Ocean Beach. Drive right up to it, and hop off, or out of, the vehicle to finish. Go on, show us what you can do – and don't forget, we want to see your *whole* run, not just edited highlights, so get taping.

FASTEST TIME

01'11"00	Simon Sherwood
01'33"00	Martin McLuckie
01'36"00	Mike Ingram
01'37"00	Simon Douel
01'38"00	Bharat Choda

HITMAN 2 SILENT ASSASSIN

Nothing less than Silent Assassin ranking will do to join this hallowed league. No alerts, no popping civilians – stealth-meisters only need apply.

ANATHEMA

2'45"	Will Meredith
3'06"	Gavin McIntyre
3'55"	Ibraheem Gedal
3'55"	Steve Moran
4'02"	Darren Gabriel

ST PETERSBURG STAKEOUT

4'49"	Will Meredith
5'36"	Jamie Bryson
5'39"	Ricky McLaughlin
5'57"	Darren Gabriel
6'22"	Steve Moran

KIROV PARK MEETING

3'12"	Jack Franklin
3'29"	Will Meredith
3'37"	Steve Moran
3'42"	Darren Gabriel
3'45"	Gavin McIntyre

INVITATION TO A PARTY

2'17"	Will Meredith
2'42"	Steve Moran
2'45"	Gavin McIntyre
2'59"	Cole Shanks
3'08"	Stephen Forbes
3'14"	Darren Gabriel

TRACKING HAYAMOTO

4'11"	Gavin McIntyre
5'43"	Will Meredith
5'50"	Darren Gabriel
6'03"	Jamie Bryson
6'11"	Steve Moran

BURNOUT 2

No, no, no! No reversals please! Other than that, please do feel free to give any of these tracks mentioned here a spin in whatever motor you fancy.

AIRPORT TERMINAL 3

0'33"780	James Walker
0'33"959	Callum Murphy
0'33"979	James Woosley
0'34"000	Peter Jones
0'34"100	Steve Moran

AIRPORT TERMINAL 1&2

1'18"860	James Walker
1'19"260	Paul Fitzpatrick
1'19"719	Jamie Bryson
1'19"999	John Jeffery
1'20"919	Callum Murphy

INTERSTATE LOOP

1'00"460	Paul Fitzpatrick
1'00"579	James Walker
1'00"599	Daniel Hammond
1'00"659	James Woosley
1'00"760	Simon Douel

88 INTERCHANGE

2'16"859	James Walker
2'20"800	Paul Fitzpatrick
2'21"479	Steve Moran
2'21"680	John Jeffery
2'21"720	Simon Brown

PALM BAY HEIGHTS

1'03"979	James Walker
1'04"739	Paul Fitzpatrick
1'05"199	John Jeffery
1'05"640	Daniel Hammond
1'05"960	Simon Brown

PALM BAY MARINA

1'27"779	Paul Fitzpatrick
1'28"059	James Walker
1'28"459	Daniel Hammond
1'28"919	Jeremy Matthews
1'29"000	Simon Douel

SUNRISE VALLEY DOWNTOWN

0'41"540	James Walker
0'42"179	Paul Fitzpatrick
0'42"520	Daniel Hammond
0'43"000	John Jeffery
0'43"139	Simon Brown

SUNRISE VALLEY SPRINGS

1'06"880	James Walker
1'07"019	John Jeffery
1'07"159	Paul Fitzpatrick
1'07"166	Paul McKenzie
1'09"420	Alex Roe

BIG SURF GROVE

1'05"839	James Walker
1'06"340	Paul Fitzpatrick
1'07"619	Jonathon Howling
1'08"239	Simon Douel
1'08"759	John Jeffery

BIG SURF SHORES

1'38"000	James Walker
1'39"380	Steve Moran
1'39"750	Jonathon Howling
1'41'079	Paul Fitzpatrick
1'41"117	John Jeffery

CRYSTAL SUMMIT PEAK

0'42"359	James Walker
0'44"819	Simon Douel
0'45"179	Simon Brown
0'45"279	Steve Moran
0'45"639	John Jeffery

CRYSTAL SUMMIT LAKE

1'59"420	James Walker
2'07"259	Paul Fitzpatrick
2'09"279	John Jeffery
2'10"619	Simon Brown
2'10"980	Simon Douel

OCEAN SPRINT

1'47"179	James Walker
1'48"259	Paul Fitzpatrick
1'49"939	John Jeffery
1'50"619	Donald Dix
1'50"719	Jonathon Howling

HEARTBREAK HILLS

1'41"599	James Walker
1'43"999	Paul Fitzpatrick
1'44"359	John Jeffery
1'46"979	Steve Moran
1'47"279	Simon Douel

FREEWAY DASH

2'00"259	James Walker
2'04"439	Paul Fitzpatrick
2'07"119	John Jeffery
2'07"579	Simon Douel
2'08"219	Peter Jones

GRAN TURISMO 3

Things are shifting, and there are some sterling scores to beat. Freeride Arcade times is what we're after, so grab yourselves a pad and get going, speed freaks.

SUPER SPEEDWAY

0'24"306	Vaughan Welsh
0'24"408	Mark Hodgson
0'25"033	Amanda Offord
0'25"339	Richard Little
0'25"985	Brian Dunne

MIDFIELD RACEWAY

0'53"373	Amanda Offord
0'53"688	James McQuade
0'54"549	Brian Dunne
0'54"581	Richard Little
0'55"459	Norman Morrison

SMOKEY MOUNTAIN

0'48"196	Amanda Offord
0'48"574	James McQuade
0'49"192	Tommy Willumsen
0'49"403	Graham Greenall
0'49"582	James Walker
0'52"295	Vaughan Welsh

TRIAL MOUNTAIN

1'00"408	James McQuade
1'01"482	Amanda Offord
1'03"816	Brian Dunne
1'04"036	Norman Morrison
1'04"681	Vaughan Welsh

SWISS ALPS

0'56"468	Tommy Willumsen
0'56"678	Amanda Offord
0'56"715	James McQuade
0'56"784	Kim Saarinen
0'57"786	Fraser Stewart

TONY HAWK'S PRO SKATER 4

Come on folks, we don't want to see repetitive one-trick wonders – keep it varied with a good spread of stunts. Steer clear of the Career mode, make full use of the terrain – and send us the proof on VHS.

COLLEGE

20,185,878	Daniel Mosley
18,834,222	Jake Douglas
9,456,020	Carl McCally
5,543,190	William Green
3,223,123	Charlie Cook

SAN FRANCISCO

17,882,326	Dan Bedwood
15,221,002	Jamie Morgan
6,667,943	Bob Travis
4,784,113	Martin Brooker
3,198,987	Ralph Evans

ALCATRAZ

22,562,021	Steve O'Neil
20,854,203	Jamie Morgan
19,441,000	Michael Polson
13,888,345	Tim Crosby
10,675,101	Doug Gysler

KONA

17,776,092	Liam Collet
15,722,178	Richard Garret
7,212,888	Jamie Morgan
7,100,567	Rob Bickley
5,789,322	James McKenzie

SHIPYARD

30,098,654	Alex Richardson
29,689,100	Nigel Brand
25,654,289	Vince Pratt
10,333,190	Brian Moore
8,000,145	Daniel Mosley

LONDON

10,417,894	Daniel Mosley
9,817,004	Mark Stone
8,296,332	Ray Warrel
7,016,070	David Smith
6,603,609	Peter Cramp

ZOO

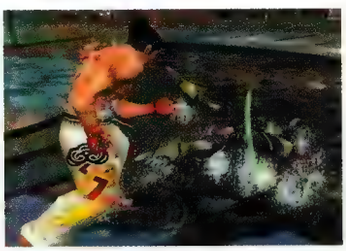
15,257,134	Ian Gillingham
14,226,239	Jensen Holzer
12,009,876	Morris Eade
12,000,006	Paul Jallif
8,789,333	Christian Scott

CHICAGO

15,603,342	Charles Windstaff
15,057,642	Steve O'Neil
12,876,174	Tony Harrison
7,631,597	Rodney Cox
6,647,324	Mathew Jones

CARNIVAL

16,445,408	Paul Dennis
14,486,987	Jonathan Griffiths
14,005,679	Rodney Cox
10,757,442	Martin Prince
8,164,597	Robert Brent

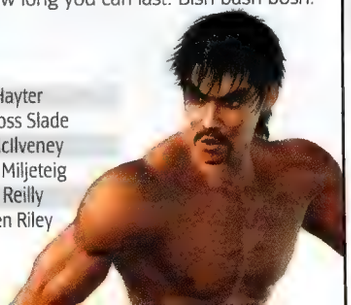


TEKKEN 4

Survival's the name of the game in our *Tekken 4* challenge. Pick your favourite combatant and see how long you can last. Bish bash bosh!

SURVIVAL MODE

Wins	Character	
78	Heihachi	Grant Hayter
63	Heihachi	John Ross Slade
62	Heihachi	Gary McIlveney
56	Heihachi	Simon Miljeteig
53	Jin	Adrian Reilly
53	Eddy	Stephen Riley



IN THE DOJO

>PLACES FOR FACES

WINNER **MIKE INGRAM**
Easy rider

Something about Mike's *GTA* run impressed us – we said you could use almost any cheat. Well, lots of you drive on the water. Mike doesn't. Pure skill!

WINNER! **AMANDA OFFORD**
Dark mistress of *GT3*

Amanda's been a ninja for too many years for us to mention – she's a lady, after all. And very scary. She's sent a great set of times in. Welcome back!

WINNER! **JAMES MCQUADE**
Oh behave!

Despite piling blondes on top of himself like a sort of bleached duvet for his photo, what really impressed us were his *GT3* times. Big car, eh James?

WINNER! **GAVIN MCINTYRE**
Put the child down...

We're guessing Gavin's fuzzy photo was the best one he had – after all, not many top-class hitmen want to be recognised. And that nappy's *deadly*.

WINNER! **PAUL FIZPATRICK**
Sees only the goal

We didn't think that anyone would beat James Walker's *Burnout 2* times for a while – well, Paul's managed one already. No wonder he looks shell-shocked.

Once again it's the game of your choice fellas. Mail in your requests and we'll sort them out for you sharpish. As for the rest of you wannabees, get those entries in for an equal chance of gaming immortality and a brand new selection of prizes next issue.

COLIN MCRAE RALLY 3

We've gone for the UK-only stages for this one, although you *can* opt for whichever ride and driver you want to get dirty with...

TOP TIMES

Warwick

2'49"28	Michael Griffin
2'50"37	James Walker
2'50"49	Giles Kilpatrick
2'51"17	Norman Morrison
2'51"84	Rodger Woods

Stone Leigh

2'52"53	James Walker
2'56"00	Michael Griffin
2'57"20	Rik Ibbotson
2'59"72	Garry Bee

Little Cawford

2'14"65	James Walker
2'17"76	Michael Griffin
2'17"80	Garry Bee
2'18"52	Rik Ibbotson
2'18"62	Peter Radcliff

Llangurig

2'59"96	Michael Griffin
3'00"25	James Walker
3'01"17	Norman Morrison
3'04"40	Garry Bee
3'05"96	Rik Ibbotson

Llyn Clywedog

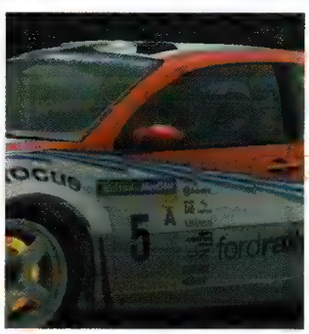
2'17"04	Garry Bee
2'19"89	James Walker
2'21"06	Rik Ibbotson
2'22"21	Norman Morrison
2'22"40	Robert Tyler

Rhayader

2'50"84	Garry Bee
2'51"21	James Walker
2'53"72	Rik Ibbotson
2'54"24	Shaun Henderson
2'54"43	Daniel O'Sullivan

Stonethorpe

1'13"00	James Walker
1'16"20	Rik Ibbotson
1'16"52	William Sykes
1'16"84	Norman Morrison
1'17"72	Garry Bee



CRAZY TAXI

Hey, hey, hey! It's ancient but you're still loving making that crazy money. Get out there and earn top dollar.

ARCADE MODE

$68,750.44	James Hall
$65,000.00	Stuart Morrison
$61,563.30	John Keighley
$49,445.00	Paul Fletcher
$41,595.48	Ben Raffles

VIRTUA FIGHTER 4

First, make sure you've fulfilled the criteria, then send us the video evidence to prove that you're the master of the bare-knuckle brawl.

SURVIVAL MODE

Win Rate	Wins	Ranking	Character	
100%	1257	High King	Not stated	David Peacock
98%	1137	xxx	Vanessa	Dean Cash
98%	1056	xxx	Shun	Johnny Martin
97%	1122	xxx	Kage	Gareth Young
92%	978	xxx	Lion	Sam Vincent

TIMESPLITTERS 2

You'll notice a couple of changes with the challenges here, thanks to folk sending in such a broad spread of results. Keep 'em coming!

GLASS SMASH

Bricking It

21.4	Sam Middleton
22.0	Dave Peppiatt
22.2	Tim Cooper
22.4	Steve Moran
22.5	Jack Fanning

INFILTRATION

Trouble At The Docks

18.1	Andrew Ireland
19.1	Will Meredith
19.1	David Peacock
19.6	Sam Middleton
20.0	Simon Miljeteig

BANANA CHOMP

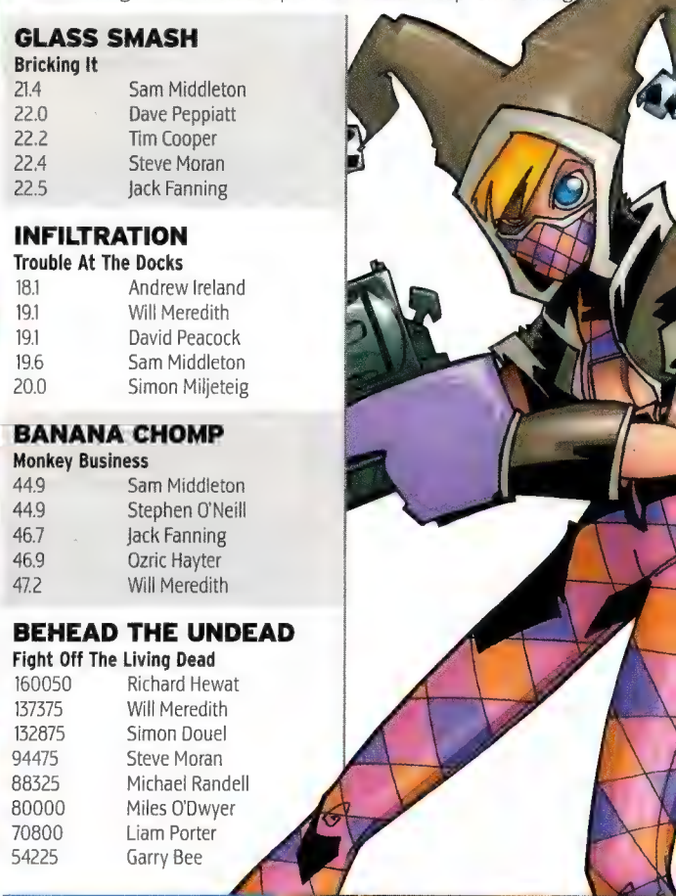
Monkey Business

44.9	Sam Middleton
44.9	Stephen O'Neill
46.7	Jack Fanning
46.9	Ozric Hayter
47.2	Will Meredith

BEHEAD THE UNDEAD

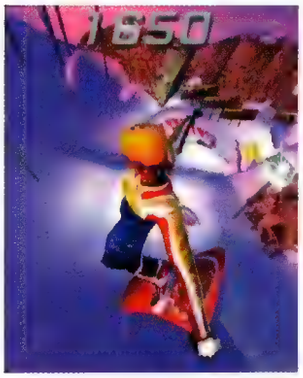
Fight Off The Living Dead

160050	Richard Hewat
137375	Will Meredith
132875	Simon Douel
94475	Steve Moran
88325	Michael Randell
80000	Miles O'Dwyer
70800	Liam Porter
54225	Garry Bee



SSX TRICKY

All quiet on the slopes this month, but we reckon there's plenty of life left in this golden oldie yet. Stat up your boarder however you like, then leap suicidally off any of the mountains below. Banzai!



TOP SCORES

Snowdream

1,813,890	Alex Sandison
1,701,450	Alex Sandison
1,557,780	Jonathan Minott

Elysium Alps

2,730,740	Austin O'Toole
2,629,495	Sam Payne
2,591,760	Jeff Bell

Merqury City

2,828,640	Alex Sandison
2,594,165	Austin O'Toole
2,265,770	Sam Payne

Mesablanca

1,500,890	Alex Sandison
1,435,645	Austin O'Toole
1,059,970	Lee Walker

Tokyo Megaplex

31,714,410	Lee Walker
2,409,945	Alex Sandison
2,198,630	Austin O'Toole

Pipedream

2,531,230	Austin O'Toole
2,325,820	John Norman
2,312,200	Anthony Portch

Garibaldi

2,133,850	Alex Sandison
1,983,820	Austin O'Toole
1,947,200	Chris Abnett

Alaska

2,123,410	Alex Sandison
2,075,255	Amanda Offord
1,837,801	Jeff Bell

TOP TIMES

Snowdream

1'47"93	Austin O'Toole
2'05"10	Frederick Astier
2'06"55	Alex Duffy

Elysium Alps

3'26"16	Austin O'Toole
3'28"38	Simon Baggott
3'30"14	Frederick Astier

Merqury City

2'31"26	Austin O'Toole
3'28"76	Gareth Russell
3'29"43	Carl Musgrove

Mesablanca

2'13"58	Austin O'Toole
2'16"74	Lee Walker
2'29"54	Andy Lyle

Tokyo Megaplex

2'26"44	Austin O'Toole
3'15"13	Dean Edwards
3'21"68	Damian Lobbet

Aloha Ice Jam

1'32"99	Austin O'Toole
1'37"64	Alex Duffy
1'40"75	Carl Musgrove

Garibaldi

2'38"54	Austin O'Toole
2'39"54	Carl Musgrove
2'40"43	Gareth Russell

Alaska

4'06"23	Andrew Stone
4'14"21	Austin O'Toole
4'23"56	Frederick Astier

A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy.

DEAD OR ALIVE 2

DOA2's much more than just realistically jiggling lady bumps. Get stuck into our challenges to see if your skills are up to the task.

SURVIVAL MODE

100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
49 Wins	Christopher Foy

TIME ATTACK MODE

1'12"84	Bryan Henriquez
1'13"30	Jamie Bryson
1'14"72	Jan M de Vlas

METAL GEAR SOLID 2 SUBSTANCE

It's only been out for a couple of months, but we've already had a bundle of entries for the Snake VR missions from our keenest...

SNEAK LV.5

01'57"10	Alastair Berger
01'59"17	Lance Miers
02'02"56	Ewan McMorran

ELEMINATE ALL LV.5

00'59"05	Adam Justice
01'42"86	Julian Leggett
01'43"11	Peter Hughes

WEAPON: ASSAULT LV.5

32328	Adam Justice
27445	Thomas Wood
25312	Garath Savage

WEAPON: NIKITA LV.5

00'31"95	Adam Justice
01'26"88	Giles Plumb
01'33"19	Gareth Plumb

FPS MODE LV.1

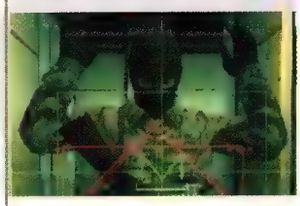
27480	Adam Justice
10781	Warren Porritt
9187	Nicholas Eastwood

FPS MODE LV.2

02'53"68	Douglas Goldsmith
02'55"75	Sam Hall
03'01"44	Lee Green

FPS MODE LV.3

10012	Jonathan Stannard
9855	Peter Camp
9832	Darren McMorran



THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty – and make sure you're as good as you think you are.

JAMES BOND 007 IN... NIGHTFIRE

Something for everyone here as we set up leagues for the first half of the game. Remember, the harder the skill level, the higher the scores and we want to see footage of your best level in full...

THE EXCHANGE

148,977	Tom Churchyard
140,023	Paul Armstrong
139,864	Richard Johnson
133,923	Daniel Rodgers

ALPINE ESCAPE

208,378	Charlie Stocks
206,884	Tom Churchyard
202,793	Robert Combs
201,116	James Warner

ENEMIES VANQUISHED

307,160	Douglas Laws
307,140	Gary Savage
303,922	Charlie Stocks
301,882	David Bird

DOUBLE CROSS

161,476	Peter Camp
159,345	Danny Sait
155,553	Robert Combs
153,902	Charlie Stocks

NIGHT SHIFT

230,178	Peter Camp
230,002	David Mendham
219,573	Douglas Laws
200,711	Chris Burgess

PRO DOJO ENTRY FORM

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ❑ **A VIDEO OF MY ACHIEVEMENT ❑ (Now put me on your DVD!)**

I've got the following scores...

Game	Score

Name
Age .....
Address

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

READ THIS FIRST!
Hello there. Certain objects (like Ammo) can appear in different places according to your circumstances. However, puzzles will appear exactly as they are on the following maps.

SILENT HILL 3

PART 1 **HEATHER SKILLS!** As night draws in, rancid hell-spawn comes out to play in the third, sickest-yet visit to Silent Hill. Part one of our guide sees you shop, literally, till you drop.

SILENT HILL 3

AIM OF THE GAME

Live through the nightmare, negotiating the twists in the plot and emerge on the other side enlightened and fulfilled. It won't take experienced Silent Hill residents long, but even by watching every cutscene, and digesting every clue, you'll probably still be none the wiser (but hey – that's the beauty). As your guide, we can also reveal extras to work for, including costumes, weapons and – yes, they're back! – extra terrestrial visitations!

BLOOD ROUTE

The game's straightforward – you just need to know where to go and in what order. This guide outlines what paths to take, what items lie where and how to deal with those hellish apparitions. Assuming that you're playing on the 'Normal' settings, then this walkthrough should act as your beacon. It goes without saying that you should hot-foot it from danger whenever possible, so be sure to visit the Options menu and adjust the Walk/Run control for this, and remember, it'll be all fright on the night. Bwah!

WHAT WE SAID...

PSM2 ISSUE #35 May 2003

"With the curtains closed and the candles lit, *Silent Hill 3* pulls off some sick and scary moments."

WHAT WE SAY NOW

Initially formulaic, Konami's masterpiece lacks tension until the wretched last few hours, when it cuts the brakes and crashes your emotions at breakneck pace

87

KEY

ITEMS
- FIRST-AID KIT
- AMPOULE
- BEEF JERKY
- HANDGUN BULLETS
- HEALTH DRINK
- SHOTGUN BATTERY
- SHOTGUN SHELLS
- SUB-MACHINE GUN BULLETS

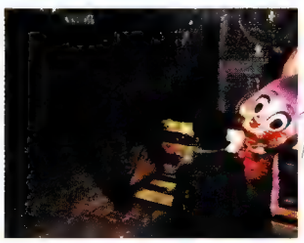
WEAPONS
- HANDGUN
- KATANA
- KNIFE
- MAUL
- STEEL PIPE
- SHOTGUN
- STUNGUN
- SUB-MACHINE GUN

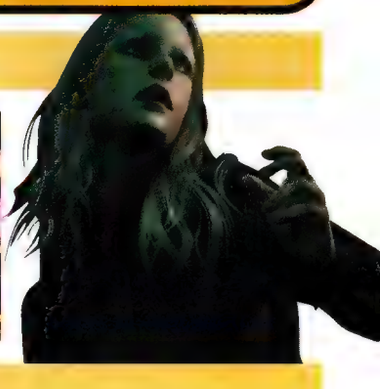
EQUIPMENT
- BULLET-PROOF VEST
- FLASHLIGHT
- PERFUME
- RADIO

EQUIPMENT
- NORMAL ROUTE
- OTHERWORLD ROUTE
- NORMAL SAVE POINT
- OTHERWORLD SAVE POINT
- STAIRS
- MAP
- KEY ITEMS

LAKESIDE AMUSEMENT PARK

There's only one way forward, so head through the door, then go anti-clockwise until you get to the rollercoaster. You can keep going through here, even making it to the tracks – but if you aren't dead by then, you will be when the rollercoaster smashes into you. Don't worry – you have to die to escape the Otherworld.





SHOPPING MALL

You wake up in the Happy Burger, in normal reality. After a brief cutscene where you call your dad and meet Douglas Cartland, you end up in the loo. Save, escape from the loo window then there's only one route for you to take, which ends up with you entering the Central Square dress shop.

There's a cutscene with one of the big monsters, and you end up with the handgun. Two Bullets are on a bench.

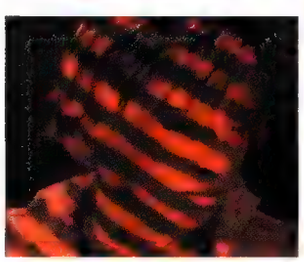
Leave through the back, unlock the door immediately on the left. Straight ahead on the left wall is the shopping mall map. The only way onward is up the stairs.

1ST FLOOR

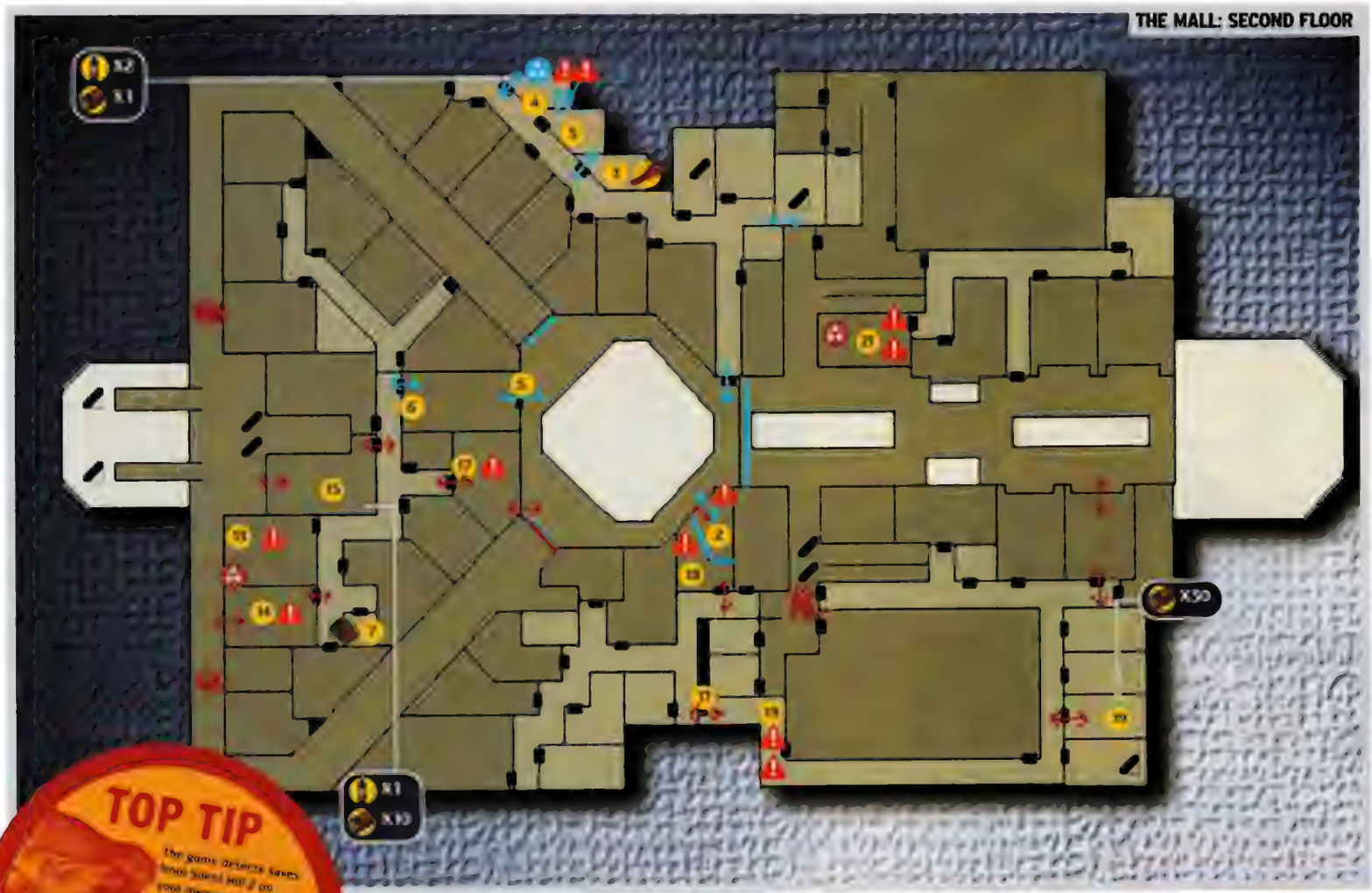
1. Pick up the map.

2ND FLOOR

2. Take the tongs from the bakers.
3. Clock the bandaged dog and take some beef jerky.
4. In the save room there's two Health Drinks and ten Handgun Bullets. Use the tongs by the pallet to get a Key.
5. Use the Key to gain access to the bookstore.
6. Pick up the five volumes of Shakespeare from the floor and arrange them on the shelf in the right order to get your random four-digit code, which you use on the door in the back (Bullets x1).
7. Enter the lift, pick up the radio when it drops from the ceiling, then exit on the first floor, but in the Otherworld.
8. The next save point also has a Health Drink to pick up... ...and an Ampoule x1 which should not be missed.

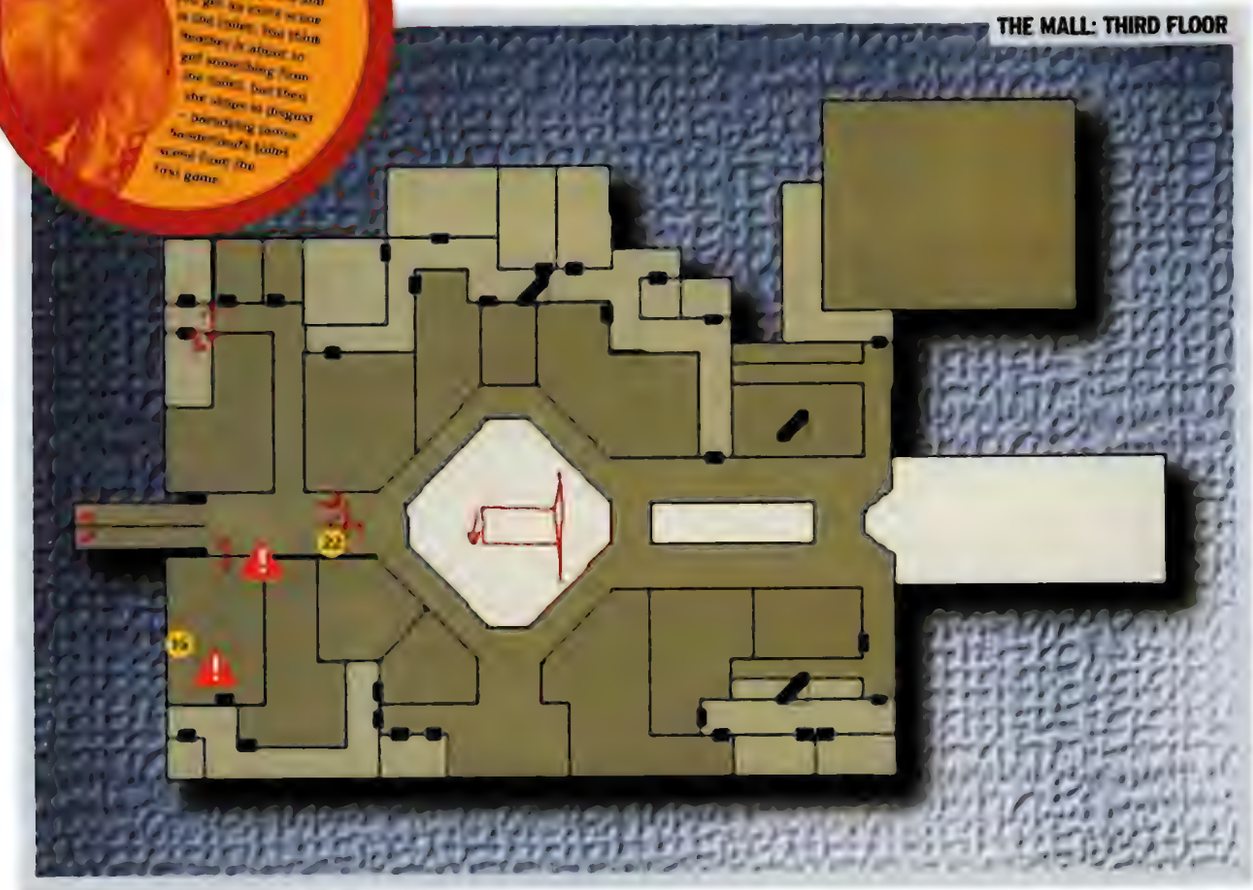


9. Flashlight, First-aid Kit, and Bullets x2.
10. Bleach.
11. Hanger and Bullet-Proof Vest.
12. Use the hanger on the ladder, up to second floor again.
13. Save point on TV.
14. Walnut.
15. Health Drink and Bullets x1.
16. Go up the escalators, get the Cooked Key, the Health Drink x1 and the First-aid Kit x1.
17. Use the Cooked Key to get into the kitchen, and pick up the Health Drink x2 and the Steel Pipe.
18. Detergent.
19. Turn the fan off, then swat the flies (through left door), mix the detergent and bleach, then turn the fan back on.
20. Handgun Bullets x3, beef jerky x1.
21. Use Walnut in the vice, get Moonstone, and save game.
22. Use Moonstone in door, then go down the ladder.
23. Boss 1.
24. Save point in Happy Burger, First-aid Kit x1, Handgun Bullets x3 and beef jerky x1.
25. Head into the subway.



TOP TIP

The game detects saves from Silent Hill 2 so your memory card and you get to start with a shotgun. You'll know because it shoots bang from the outset, but there's also stages of disgust – including bonus Screaming Head's bullet wound from the first game.



SNAKE BOSS

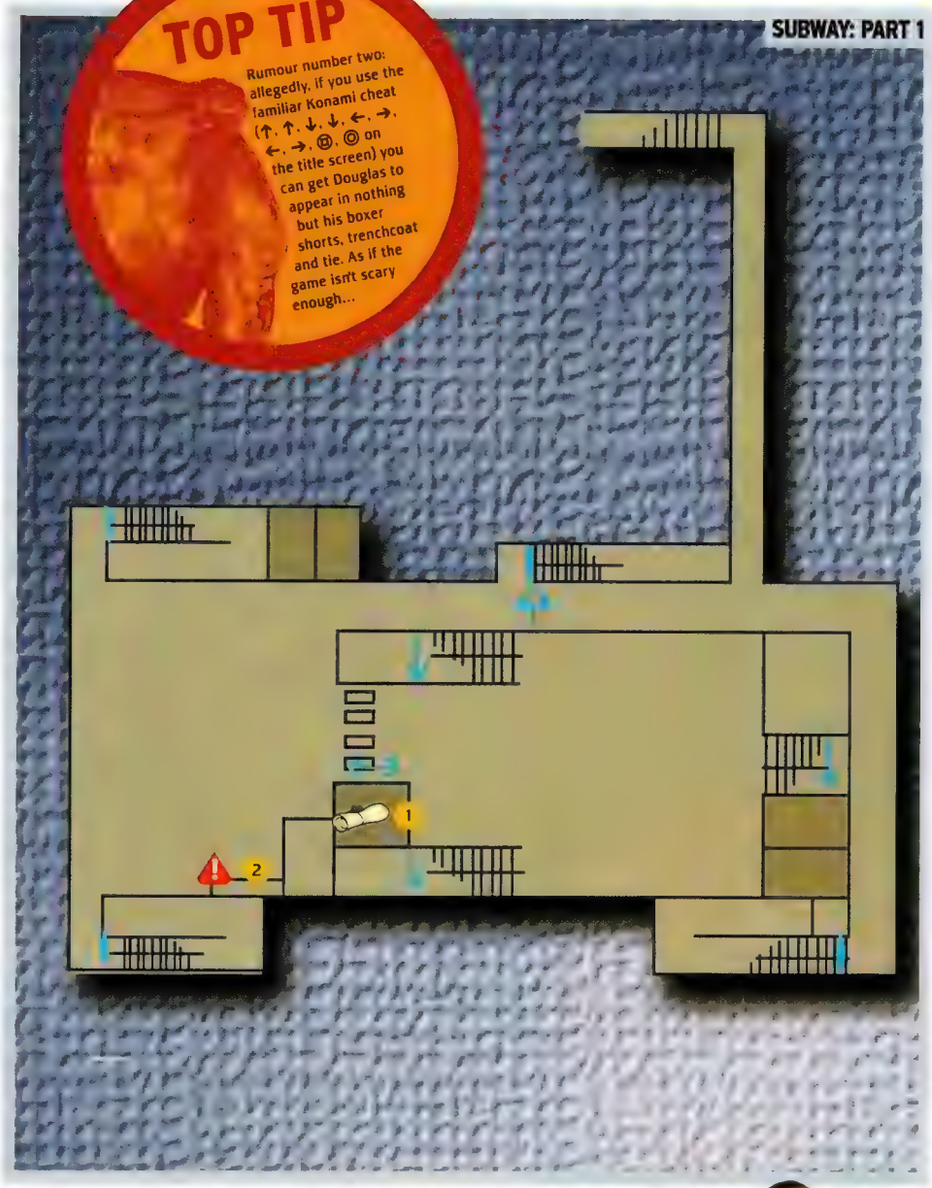
The giant snake creature is actually an easy boss. You can hit it four times before it retreats. If you don't do so quickly enough, it'll smack the floor injuring you with a shockwave. And if you're standing too close to its tunnel, you'll get knocked down. Stand directly in front of it if you can, those big flappy things protect the head from damage. Use a healing item if you get hurt.

SUBWAY

FLASH DECISION: Be prepared for things that scare the willies out of you.

TOP TIP

Rumour number two: allegedly, if you use the familiar Konami cheat (↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎ on the title screen) you can get Douglas to appear in nothing but his boxer shorts, trenchcoat and tie. As if the game isn't scary enough...



1. Pick up the Subway Map.
2. Read newspaper.
3. Save point.
4. Read Occult Magazine.
5. Get knocked off platform by a ghost, climb straight back up.
6. Health Drink x1, First-aid Kit x1.
7. Nut Cracker.
8. Health Drink x2, Bullets x1.
9. Use Nut Cracker on door.
10. Shotgun.
11. Shells x2.
12. Try to open this door (it'll be locked), then quickly avoid the pack of dogs and jump back on to the platform.
13. Board the train here. On board the train, save the game and move through the eight carriages, picking up the First-aid Kit x1 and Shells x1 in carriage five along the way.

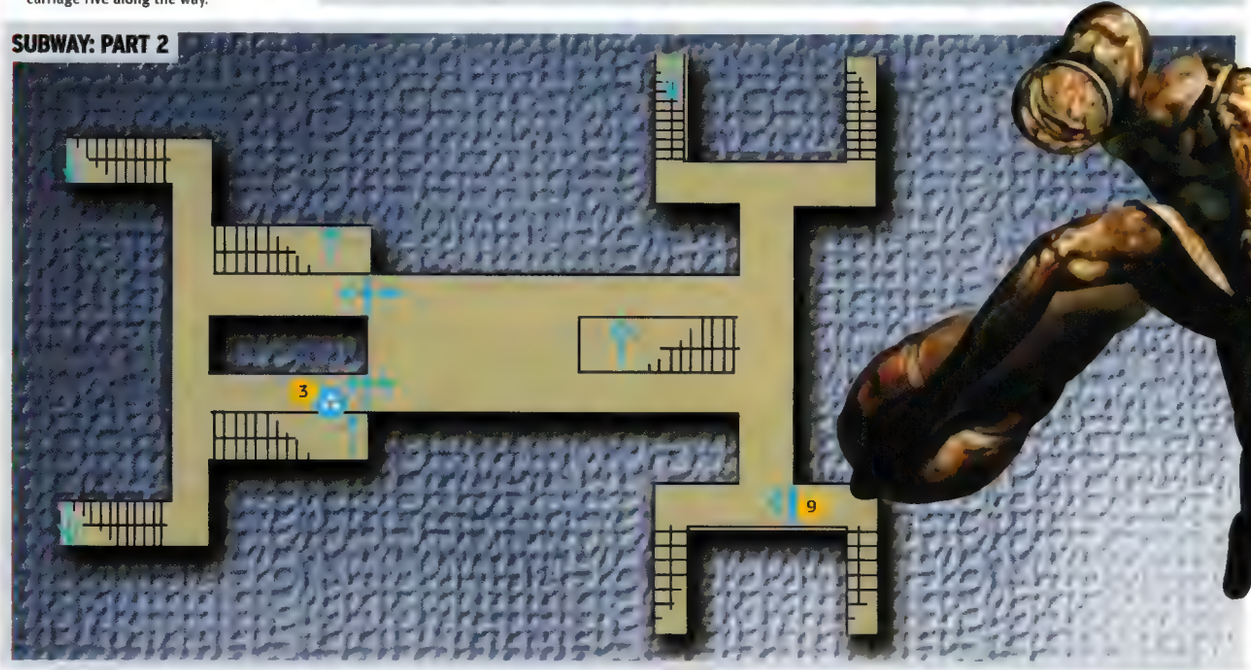
KEY

ITEMS
- FIRST-AID KIT
- AMPOULE
- BEEF JERKY
- HANDGUN BULLETS
- HEALTH DRINK
- SHOTGUN BATTERY
- SHOTGUN SHELLS
- SUB-MACHINE GUN BULLETS

WEAPONS
- HANDGUN
- KATANA
- KNIFE
- MAUL
- STEEL PIPE
- SHOTGUN
- STUNGUN
- SUB-MACHINE GUN

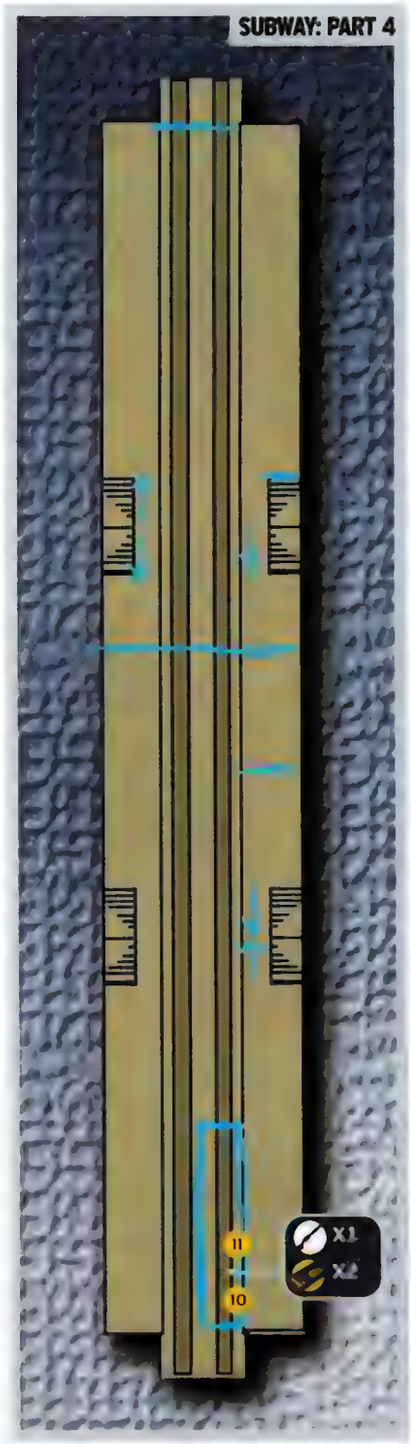
EQUIPMENT
- BULLET-PROOF VEST
- FLASHLIGHT
- PERFUME
- RADIO

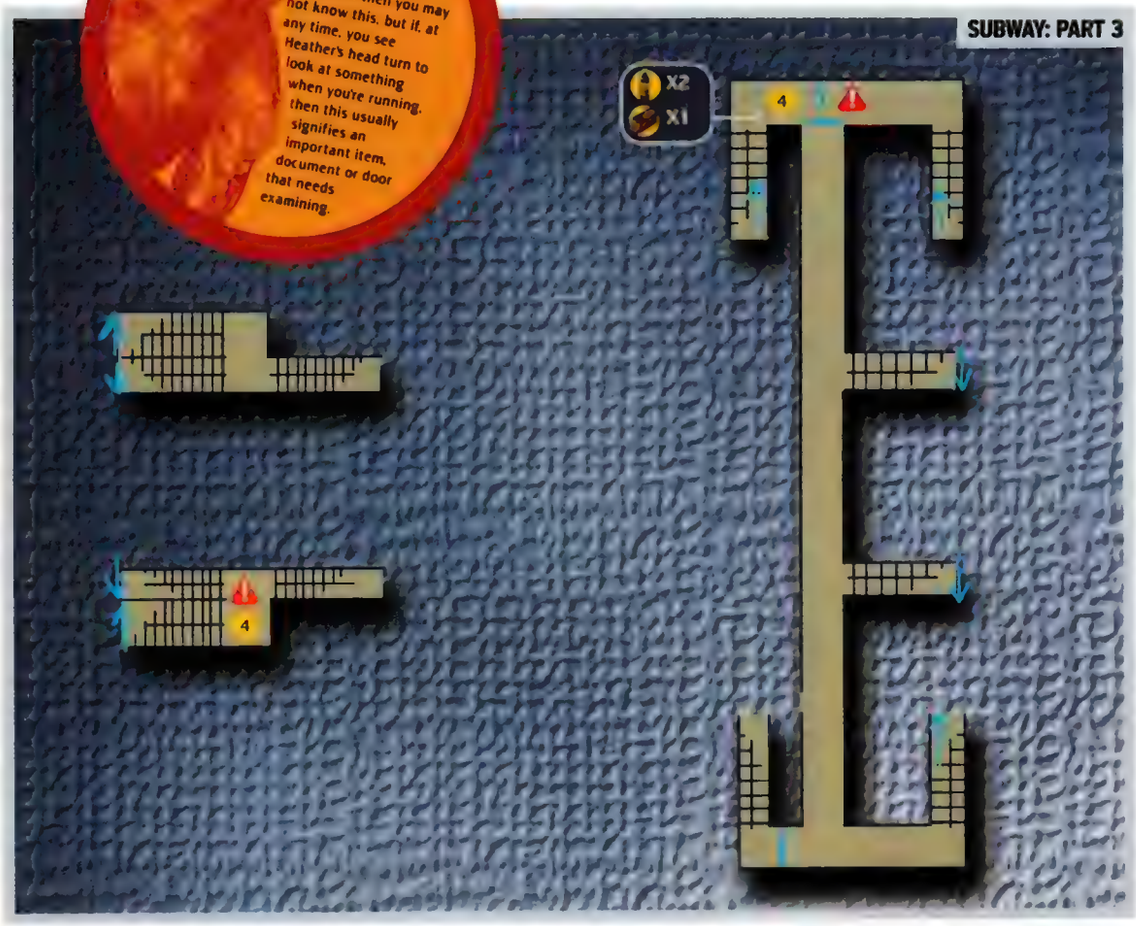
EQUIPMENT
- NORMAL ROUTE
- OTHERWORLD ROUTE
- NORMAL SAVE POINT
- OTHERWORLD SAVE POINT
- STAIRS
- MAP
- KEY ITEMS



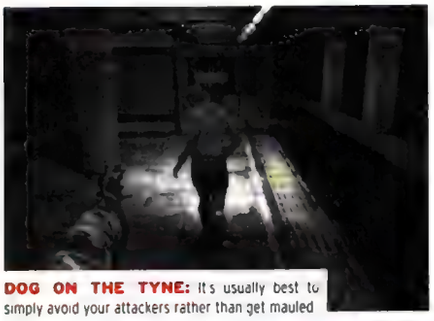
TOP TIP

If you're new to Silent Hill games then you may not know this, but if, at any time, you see Heather's head turn to look at something when you're running, then this usually signifies an important item, document or door that needs examining.

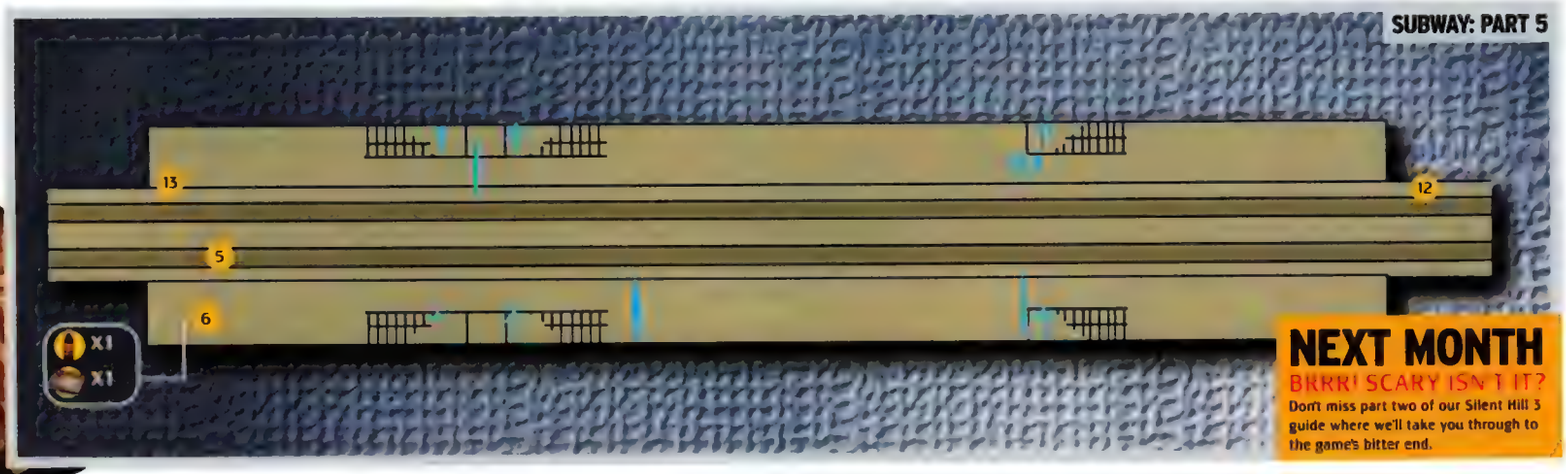




LOCK MUSIC: Opening doors is a matter of locating and combining things you find



DOG ON THE TYNE: It's usually best to simply avoid your attackers rather than get mauled



NEXT MONTH

BRRR! SCARY ISN'T IT?

Don't miss part two of our Silent Hill 3 guide where we'll take you through to the game's bitter end.

PRIMAL

PART 2 GARGOY'LL BE BACK

As we promised last month, here's part two of our Ordnance Survey of Jen's nether regions decrypted and laid out like freshly rolled kipper. Just keep following those numbers...

PRIMAL

AIM OF THE GAME

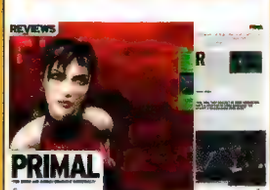
There's a lot more combat to contend with in the second half of the game, so take heed of the advice we gave you last issue. Stay away from open areas. Getting mobbed by gangs of angry entities and determined demons just isn't the way to go about things.

Other than that, the later levels are filled with a hell of a lot of switch manipulation. So, if you find yourself facing any locked door, scout about and see if you can't find something to flip, knock over or possess...

RE-COVERY

The other big sticking point is the backtracking required in some sections. Too many times the flow will peter out and you'll be left wandering about aimlessly. We've done our best to highlight the most onerous of the double backs, but should you find yourself with no clear path and a wall halting your progress, switch characters. More often than not it's this tactic that'll get you up and running again.

WHAT WE SAID...



PSM2 ISSUE #33 March 2003

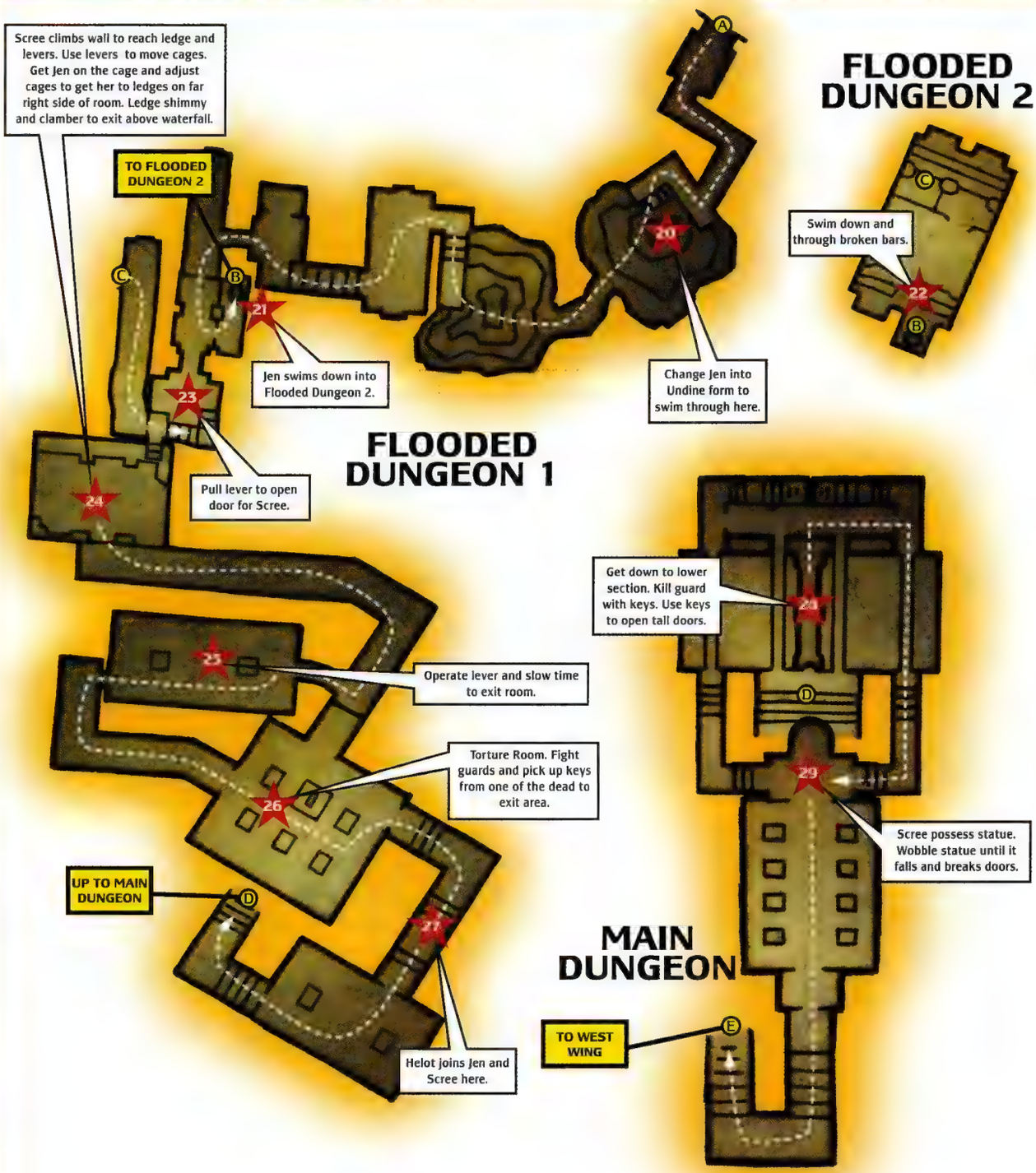
"Afternoon stealing fun that falls short of an essential play. Jen's tattoo isn't the only mark of the beast."

WHAT WE SAY NOW

The further you delve into this, the more beautiful it gets, and the team-based split to gameplay really does sharpen an otherwise pedestrian Goth adventure.

79

AETHA REALM GUIDE


Scree climbs wall to reach ledge and levers. Use levers to move cages. Get Jen on the cage and adjust cages to get her to ledges on far right side of room. Ledge shimmy and clamber to exit above waterfall.
TO FLOODED DUNGEON 2
Jen swims down into Flooded Dungeon 2.
Change Jen into Undine form to swim through here.
FLOODED DUNGEON 2
Swim down and through broken bars.
FLOODED DUNGEON 1
Pull lever to open door for Scree.
Operate lever and slow time to exit room.
Torture Room. Fight guards and pick up keys from one of the dead to exit area.
UP TO MAIN DUNGEON
Helot joins Jen and Scree here.
Get down to lower section. Kill guard with keys. Use keys to open tall doors.
Scree possess statue. Wobble statue until it falls and breaks doors.
MAIN DUNGEON
TO WEST WING

MANSION
YOU FINISH HERE
Boss battle with Count Raum and Countess Empusa.
CENTRAL MANSION
WEST WING
EAST WING
Push bust to open secret passage.
Dark Maze. Scree possess statue to guide Jen.
Count Raum encounter.
Elizabeth's chambers.
Grand piano. Backtrack from here to Elizabeth's chambers.
Scree wall climb outside keep. Scree operate lever to raise gate. Lower rope for Jen. Scree wall climbs down.
YOU START HERE
Double lift gate.
LOWER VILLAGE
TO FLOODED DUNGEON 1
Dungeon entrance. Pull lever, Jen slows time and gets through fast closing gate.
THE VILLAGE
Watcher gives Scree bottle. Scree then climbs down well to collect water. Follow Watcher back to main square.
CEMETERY
Jen receives wraith form.
Yaag attack.
Defeat Valeera. Watcher is taken away, cut to cemetery.
Second ghost encounter.
Scree carries cage to the open grave. Return to manor cellar.
Jen Ferai jumps up back of building. Go round to front and walk over gibbet.
Open door to enter building.
Village offering cutscene, then follow Watcher.
First ghost encounter.
Yaag bridge attack.
Pass through small house.
Exit cellar and cross small bridge.
UPPER VILLAGE
Watcher leads player to Lower Village well.
MANOR
Enter manor cellar. Pull one of the barrel taps to discover the hiding villagers.
KEY
Start/End
Route Highlights
Enter/exit points
Direction of Travel

VOLCA REALM GUIDE

KEY
Start/End
Route Highlights
Interior Links
Direction of Travel
Light oil lamps to open doors.
Salamander fight.
Iblis awakes cutscene. He gives Jen the tainted Djinn aspect.
Dive/drop into water. See Lever Rooms detail.
Salamander fight.
Light oil lamps to either side of temple entrance door using Scree's torch.
Possess statue and pull lever to lower first section of bridge.
VOLCANO SHAFT
Climb Scree to ledge and lower rope for Jen. Light oil lamps to open doors.
TO MID LEVELS
Salamander fight.
Possess statue and pull lever to lower second section of bridge.
Wraith Jen slows time to pass through gap in oil-fall.
Cross eagle bridge to other side of lava pit.
Lower rope for Jen to descend into shaft, clamber and climb down to big temple entrance door.
YOU START HERE
Climb down wall into pipes.
PIPE ROOM
MID LEVELS
Climb walls and cross pipes to reach trapdoor in second room.
Cross pipes and climb down wall to lever. Operate lever to open trapdoor.
Climb walls to reach eagle. Possess statue and close mouth to drain oil pit below.
TO LOWER LEVELS
Push grating out and climb down wall.
Malikel awakes and gives Scree new Djinn essence.
MALIKEL TEMPLE
Scree possess eagle head and opens mouth to release oil and unlock door.
Get torch.
Light oil lamps to open doors.
UPPER LEVELS
Scree possesses Djinn statue to fight evil Jen. Backtrack to 30 and exit.
Pick up carry brazier and place on pressure pads to open high doors.
Light oil lamps to open door and operate wheel to fill empty oil lamps.
SALAMANDER TEMPLE
TO LOWER LEVELS
Salamander fight. Iblis returns. Jen turns bad and Scree is cast into pit.
Wraith Jen slows time to pass through gap in oil-fall.
Ghul fight.
Light oil lamps to open doors.
Ghul fight. Realm portal.
Enter from 8
Exit to 9

LEVER ROOMS (UPPER LEVELS)

Dive or drop in with Scree at (1) and travel at ground level to the first closed gate.
Swim up and surface at (2) and pull lever. Re-enter water and head into next room.
Swim up and surface at (3), pull lever. Leave room via one-way door and re-enter water at (1). Swim up at end of first corridor and surface at (4). Go back to (3). Ensure Scree is in room below (or use nearby summoning stone) and then climb Scree up to (5) to leave area.

LOWER LEVELS

Scree possess statue and rocks it until it collapses to create bridge for Jen.

Jen wall shimmies round right cliff side. Scree wall climbs on left wall.

Salamander fight. Jump across rock pillars to reach exit.

Jen ducks under.

FROM MID LEVELS

Rope drop for Jen. Scree wall climb. Jen wall shimmies and feral jump to left ledge. Scree wall climb to lever ledge, rope for Jen. Jen and Scree operate two-player level to fill oil in switch below. Scree lights oil lamp in centre of fire switch 4.

Scree climb to both upper ledges and light oil lamps at far end. Door opens.

FIRE SWITCH HUB

Scree possess statue and topples it to create bridge. Scree lights oil lamp to activate fire switch 2.

Use lever to fill oil lamps on other side of door. Scree lights to gain entry.

Scree put brazier on pressure pad 1. Jen stands on pressure pad 2 and the door opens for Scree.

Scree climb to both upper ledges and light oil lamps – fire switch 3 activated.

Door opens when all four fire switches are activated.

Scree lights oil lamp to activate fire switch 1. Pick up unlit brazier to prop door open for Jen.

Rope drop for Jen.

Scree wall climbs down to lower path.

Drop rope for Jen. Follow the path round, jumping and clambering without Scree.

Scree burns rope 2.

Scree possess statue and topples it to form bridge.

Ghul fight. Light oil lamps to open doors.

Scree burns rope 1.

Scree burns rope 3

Light oil lamps to open doors.

HALL OF GODS

Scree possess statue and topples it to form bridge.

Goliath boss fight. Jen must push all of the braziers into the pit. Use the crouch pits to lure Goliath to smash the big braziers.

Scree discovers Abdizur body.

YOU FINISH HERE

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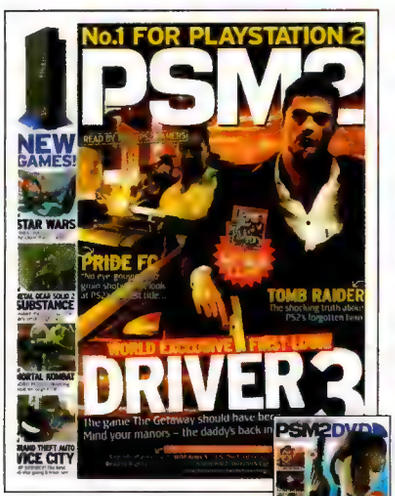

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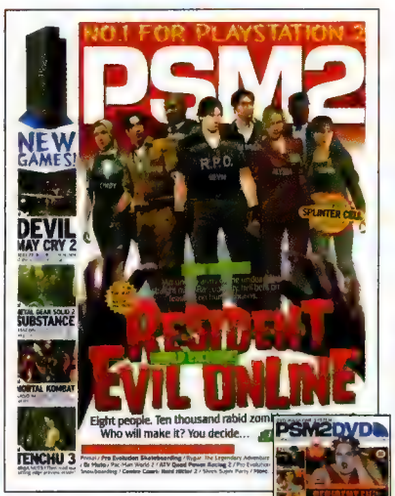

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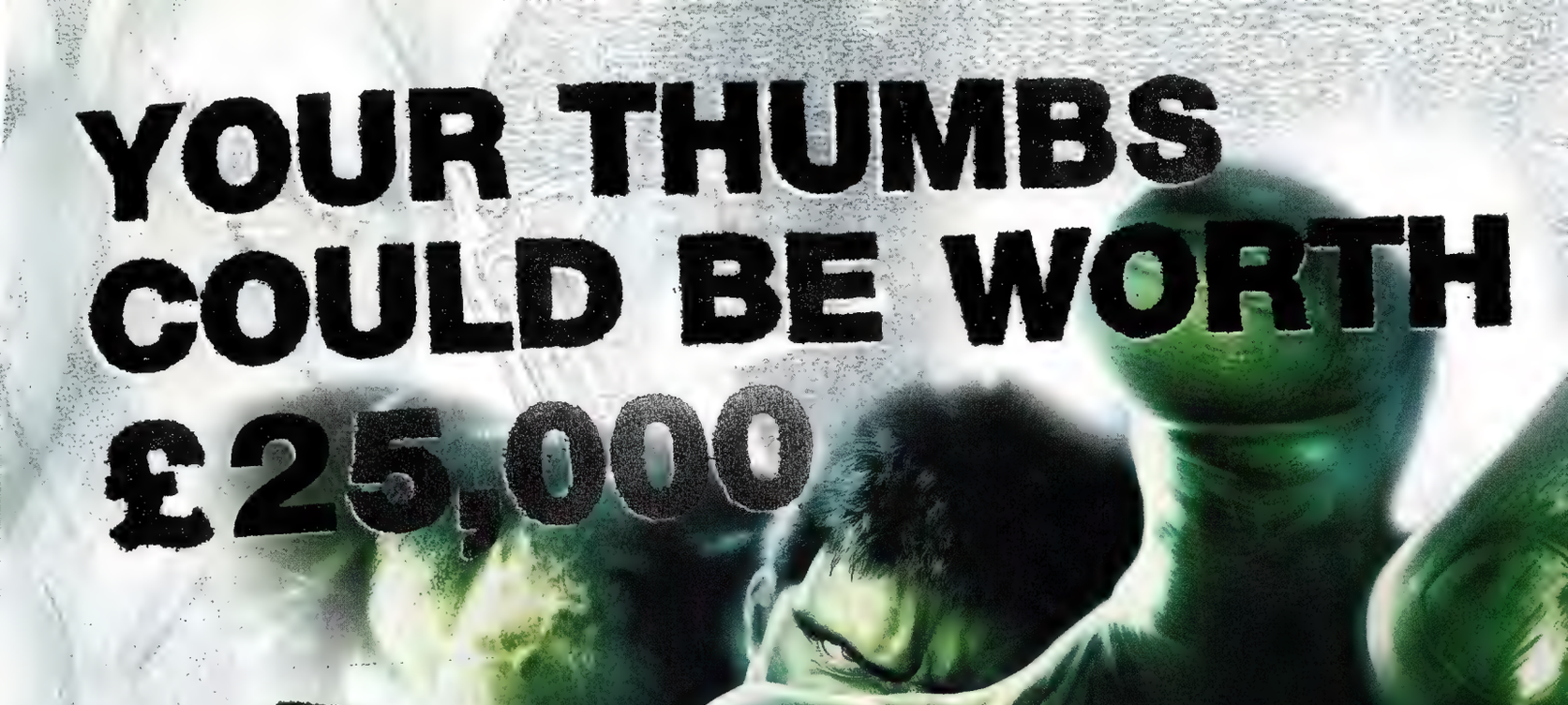

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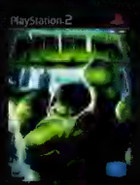

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PLAYSTATION 2 MAGAZINE
PSM2
プレビュー

OVERLOAD

The [illegible] games, last minute

FIRST LOOK!

EXPECTED UK LATE 2003

A WALK IN THE NARC: You may be thinking *Vice City* but it's the distinctive *State of Emergency* engine that's at work here

NARC

When pusher comes to shove, Hitman and Max Force bring their own brand of rocket-powered methadone to the streets.

HITMAN AND GRRR: Select your cop of choice and then play through their missions.

PEEK-A-BOOM: Keep your rep high - avoid wasting ammo.

The old skool arcade game this is based upon was outrageous. A side-scrolling shooter in which you wasted shambling, jaundiced junkies until you obtained enough points to launch a body-ripping Narc missile at them. Messy, brainless and yet it still managed to steal a frightening amount of our cash.

Now here comes Midway – pedigree for updates intact (see *Defender*, *Mortal Kombat* and *Spy Hunter*) – bringing another classic snorting, popping and toking into the 21st century.

The Idea: You play as one of the two street smart cops of the original, only this time you're out to bust an international drug cartel called K.R.A.K – although there's no news on what that acronym actually stands for as yet Kidman Rides Anna Kournikova an outside bet...

Hitman's a cold-hearted cop in the mould of Samuel L. Jackson, while Max has a lighter, more wise-cracking

CHINESE TURN: Some action takes place in a neon-lit recreation of downtown Hong Kong.

US COLLAR: Fear of your badge means you can take down and cuff lowly punks without fuss.

MUST FRY HARDER: Flamethrowers, Narc rockets... Arcade overkill never loses its appeal.

side to his personality. Bottom line is this is definitely a Crockett and Tubs-style nostalgia trip wrapped up in that famous (and highly prolific) *State of Emergency* engine.

Best features: It's all about respect. The more that the pushers and users on the street are aware of your reputation, the better they'll behave when you bust them. Sidle up to anyone you see committing a crime and, if your rep's low, you'll be as likely to soak up the bullets as cuff the offender. In fact, this ambient crime feature is the real deal as far as reasons to get excited about this go.

On your jaunts across the globe in pursuit of (cough) K.R.A.K, you'll encounter streakers, vandals, bag snatchers and car thieves all ready to be apprehended and all fuel to improving your rep.

Bottom Line: OK, so this is obviously a *Vice City* clone but there's the bonus of being able to visit the US, South America, Hong Kong and Eastern Europe rather than just being stuck in one city. Add the power of your badge plus seven other law giving tools – yes the Narc missiles are back – and you're looking at a whole new heap of Freebie and the Beans.

ANTICIPATION ★★★★

GORE AND ORDER: Blastable bodies mean that things get very *Soldier of Fortune* at times.

EXPECTED UK TBC

GHOSTHUNTER

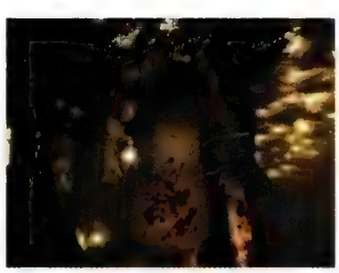
Laughingly referred to round here as Ghostbusters meets *Silent Hill*, Studio Cambridge's latest horror outing sees them moving away from pouting Goth (ie, *Primal*) and embracing just plain dark.

The Idea: As cop-cum-ghosthunter Lazarus Jones, you're not only a hit with the ladies, you're also able to peer into the netherworld thanks to becoming fused with one of the spooks you've accidentally unleashed.

Best Features: Hold up, you WHAT? Yeah, it's Studio Cambridge, so you can expect an equally detailed backstory as the one that graced *Primal*. To cut it down to size, you've stumbled upon the ghost research centre of professor Peter Richmond and inadvertently released a particularly nasty series of spooks – one of which has nabbed your foxy partner Anna Steel. How do you get her back? Well, early impressions seem to favour pegging it round shadowed environments blowing away spectres with high calibre weapons. No real surprises there, but, as far as looks go, this is easily in the same league as their earlier creation that starred Jen and Scree.

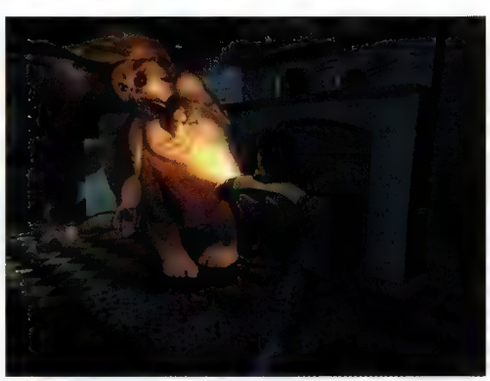
Bottom Line: In light of the predictably good, but lamentably familiar, *Silent Hill 3* (check out page 66 for the review), there's obvious room for improvement as far as survival horror is concerned. Whether there'll be enough smart features with *Ghosthunter* to give us the shivers, well, that'll only become apparent in our in-depth examination next issue.

ANTICIPATION ★★★

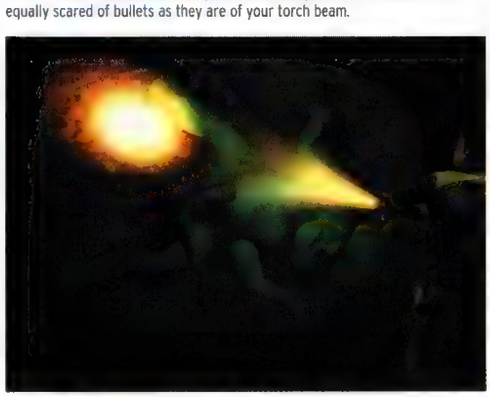


WHAT'S THE SPLATTER: Wolfie-chainsaw-guy. Just another day at the office for Lazarus.

MEIN GHOST: Hopefully Lazarus will have ESP abilities other than just being able to 'see' goozies.



SPIRIT LEVELLED: Luckily the collective spooks of *Ghosthunter* are as equally scared of bullets as they are of your torch beam.



LAMP AS CHRISTMAS: Studio Cambridge are obviously proud of their dynamic lighting, and rightly so. It looks stupendous.

EXPECTED UK TBC

WALLACE AND GROMIT: PROJECT ZOO

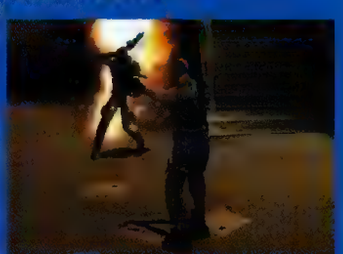
The Idea: The undynamic duo with a passion for invention are unleashed like rabid tigers onto PS2.

Best Features: OK, so a bloke wearing a tank top can't really be compared to a rabid tiger, but the game *is* set in a zoo, so you never know.

Anyway, evil penguin 'Feathers' McGraw has kidnapped some animals' – erm, kids – and is making their parents work for him. Which translates, in the minds of the coders, as a third-person platformer spread across eight animal houses featuring enemy zoo keepers and clockwork penguins. Ultimately no real shocks or surprises here for gamers, but fans of the series will be able to at last shoot the porridge gun from A Close Shave.

Bottom Line: We've seen this running, and while it's solid on just about every level, we can't help but mention the words 'formulaic' and 'all right' whenever we talk about it.

ANTICIPATION ★★



EXPECTED UK LATE 2003

ESPIONAGE

The Idea: OK, slate cleaning time. *Galerians* was average at best, so don't be put off when we tell you that it's been re-imaged for this anti-terrorist caper.

Best Features: All American psi operative Nick Gelleröan – in between snaffling apple pies and whistling the Star Spangled Banner – is a formidable weapon. He can use guns in a 'yeah we've seen it all before' kind of way, but it's the combination of shooters with his mental abilities that's got our brains wagging. Telekinesis to throw things at people, Pyrokinesis to set them on fire, Remote Viewing to case out rooms before entering, and Mind Control to manipulate gullible baddies. It's like a mental *Splinter Cell* – literally – but done in a less ponderous way.

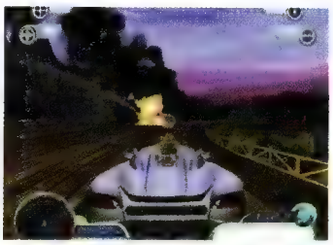
Bottom Line: We've seen it in action and everything looks peachy.

ANTICIPATION ★★★

ICE ICE LAYBY: Evil skidoos plague you as you slip and slide across the snowy levels.

18 DEALER: Zip into the truck whenever it appears and you'll receive essential upgrades.

GREASE JUNKY: You can still shake off pursuit with a well-timed oil slick out your tailpipe.



EXPECTED UK LATE 2003

SPY HUNTER 2

Gun your engines and engineer your guns: the car that outstrips Herbie is back – and is all set to make James Bond about as cool as Jeremy Clarkson in a Kia.

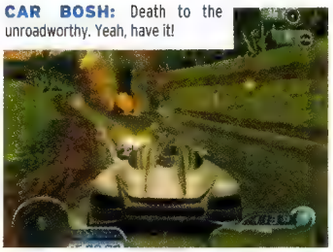
The Idea: Remember the main enemy from the first game? The diabolic influence of the dreaded Nostra? Well forget them, they've been Sinexed out of existence to make room for... wait for it... Phoenix. Different name, same level of international evil stretching its influence from Southeast Asia to the Swiss Alps.

Best Features: The three transitions to your vehicle – the all new G-8155 Interceptor. And while you do lose the option of taking to the water, the chance to hit the slopes as a snowmobile opens up a whole new branch of icy physics. On top of those (deep breath) 20 levels, everything looking sweeeeet on the *Smuggler's Run* engine, plus there are new weapons like auto-tracking turrets and flame-throwers set alongside traditional guided missiles, oil slicks and machine guns. Oh, and there's the scantily clad lurve interest of a female agent for a classic car/girl combo that always sells... unless you're Jade Goody in Celebrity Driving School.

Bottom Line: Paradigm, the makers of the earlier *Spy Hunter*, are out of the picture but that seems to have helped the '*Hunter* achieve new levels of speed and smoothness. Going on the footage we saw recently, everything's as fast and furious as before, with a mix of explosions and wheelspins that outdoes anything EA have produced with the driving bits of *Bond*.

ANTICIPATION ★★★

CAR BOSH: Death to the unroadworthy. Yeah, have it!



EXPECTED UK AUGUST 2003

CROUCHING TIGER HIDDEN DRAGON

The Idea: Big trouble in old China as this most ancient of licences limps its way towards an eventual release.

Best Features: A tad brusque, we agree, but this one's been on the radar for over a year now. Even the news that you get to play as three separate characters from the film (Mu Bai, Jen and Shu Lien) can't ween us off the belief that it's just not going to fire anyones interest when it arrives. Fight with the Green Destiny Sword, you say? Bollocks, we say.

Bottom Line: It's all down to whether Genki can do the unimaginable and produce a game that's actually better than the (old) film it's based upon.

ANTICIPATION ★

EXPECTED UK SEPTEMBER 2003

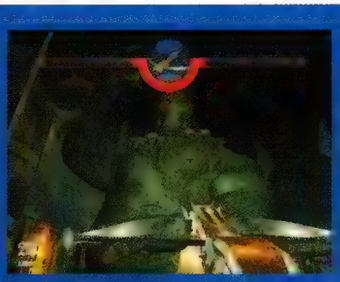
FALLOUT: BROTHERHOOD OF STEEL

The Idea: The 'post-apocalyptic world' idea of *Fallout* has been around for donkey's years. Ant things still haven't got any better.

Best Features: Armies of mutated mutties are limping about a cursed earth just waiting for an extra from Mad Max 2 to dice them with one of 50 unique weapons – so spatulas and blunderbusses at dawn, then. We're liking the idea of customisable characters and the fact that the game also sports a two player co-op mode, but that's as far as we go for now.

Bottom Line: Interplay, yes. Dystopia, yes. Even *Fallout* heritage, yes. But another third-person action adventure by numbers? No, no NOOO!

ANTICIPATION ★★



EXPECTED UK TBC

SHADOW OF THE SUN

The Idea: A vampiric first person slasher? Well stake us out and call us Richard Dreyfus. Didn't see that coming, did we?

Best Features: *King's Field* was the last FPS to replace guns with swords and what a laborious non event that was. So excuse us if we don't attempt to the virgins throat just yet. Saying that, there is the opportunity with this to learn new vampire abilities, with the possession of wolves appearing high on our list of must dos. Then there's the swords, the crossbows, the knives, the magic attacks... All very nicely all very nice.

Bottom Line: Soul Reaver, but with you looking through Raziel's eyes rather than at his back.

ANTICIPATION ★★

EXPECTED UK TBC

RISE OF HONOR

The Idea: We say "third-person", you say "not another action adventure". When we say "in LA", however, you're interest may suddenly reappear.

Best Features: While the developers dress this up with terms like "360 degree martial arts fighting system" we're more interested in the fact that Hong Kong stunt veteran Cory Yuen has been drafted in to choreograph the motion capture. As a result, you'll see plenty of Jet's signature moves as his character Kit Yan smoothly switches between armed and unarmed combat.

Bottom Line: Even the promise of ten huge levels can't pad us away from the fact that there are a lot of games on the way doing something very similar to this. Best of luck mate.

ANTICIPATION ★★★

JUST IN!

EXPECTED UK TBC

SYPHON FILTER: OMEGA STRAIN ONLINE

This Gabriel is no angel, but he *has* been canonised by the ardent fans of all three of the PSone games. Question is, in a world that now has Sam Fisher grappling with Dave Snake, is there enough room for yet another secret agent?

The Idea: Another biological attack, another band of faceless terrorists out to undermine the good ol' US of A but, this time, all in beautiful PS2-o-vision – although you'd be forgiven for forgetting this fact when looking at the muted colours spread hereabouts. Seems like Gabe's traditional green has been replaced by drab, drab grey.

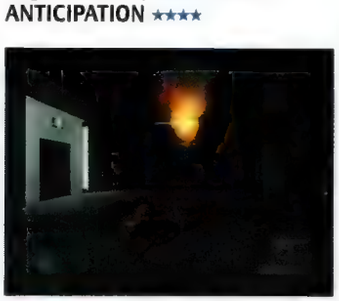
Best Features: With the inclusion of online as well as offline play this first PS2 '*Filter* really has got one over over the '*Gears* and '*Cells* of this world. Especially when you consider that *Syphon* has always been more action-packed than *MGS* or *Splinter*.

To date, details about what we can expect are scant, but what we can reveal is that bodies will no longer fade away, allowing you to arrange them tastefully in back alleys to avoid detection. Gruesome but necessary. Another draw comes with the realisation that Gabe now takes a very visual form of damage, with blood appearing on various body parts the more hits he takes. Beyond that, it looks like another round of missions through a rain-soaked Washington – that is until you plug in the Ethernet Network Adaptor. Do this and an all-new character creation mode opens up ready for some welcome eight-way deathmatch action.

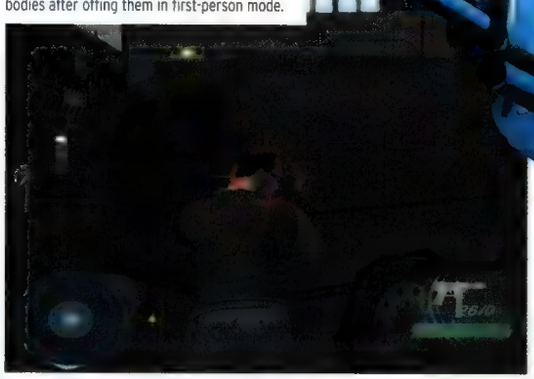
Bottom Line: Even if you ignore the network option Gabe's still a strong enough entity in his own right for us to get all fired up about this one.

ANTICIPATION ★★★★

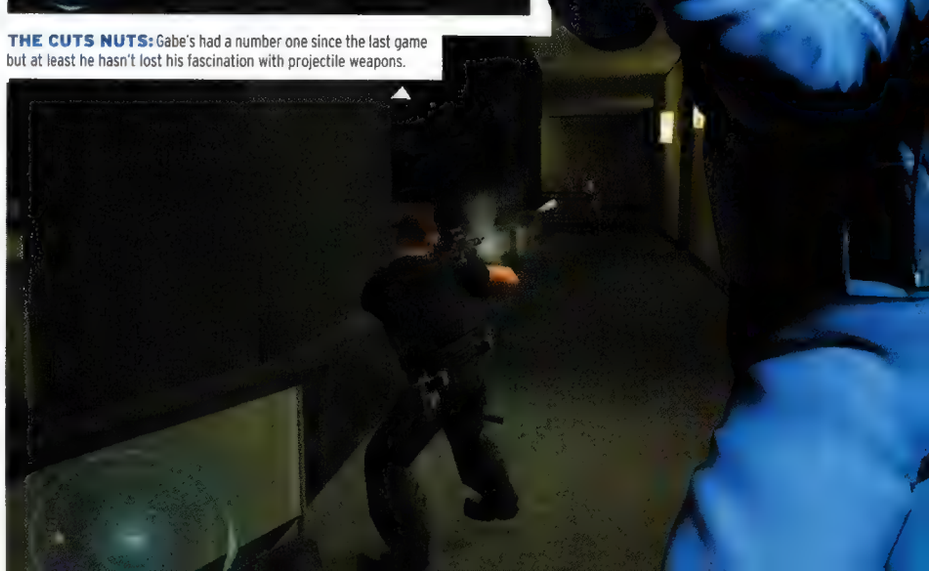
GREY AND DISPLAY: Rain soaked concrete. Hmmm. Nice amber light, though.



SCAR MAC: Check out Gabe's left arm. The more hits he takes, the slower and bloodier he becomes.



BACK IT IN: You'll be lumbered with the bodies after offing them in first-person mode.



THE CUTS NUTS: Gabe's had a number one since the last game but at least he hasn't lost his fascination with projectile weapons.

TAP OF LUXURY: The arrow on the deck shows the direction of your shot, while red means we've under hit it.

JEWEL OF DENIAL: Accessories like belly piercings, ankle chains and bracelets can be unlocked for the completists among us.

BEACH VOLLEYBALL

"SHADY LADYSPORT"

THONGS OF PRAISE: You only play as one half of a team, but the AI is such that you can be certain they'll be there for you.

EXPECTED UK AUGUST 2003

BEACH VOLLEYBALL

Here comes a bandwagon full-o-norks with Acclaim teetering atop the fleshy pile like a beaming Ron Jeremy. But, we hasten to add, while this *is* cashing in on the current craze for shady ladysport, it's certainly no *BMX XXX*. Be thankful.

The Idea: Select one of 14 'beachwear babes' and start batting a ball over a hoisted tennis net.

Best Features: Well (ha, ha) there's a couple of 'features' (nudge) we'd definitely like to point out here (fnah)... Juvenile dribblings aside, our first play of the game actually kicked up a decent multiplayer experience. The two taps followed by a 'spike' game mechanic works well – especially in conjunction with the smart AI of your court partner – while the arrow system that shows how hard you're about to slap the next shot gets everything across in one neat, colour-coded package. There's also a full character customisation mode that, while not allowing you to dress your ladies up (or down), does give options for hair tint, skin colour plus a Lopez-load of pointless accessories.

Bottom Line: They've missed an obvious trick by leaving out a four-player mode, but the combination of 12 blazin' beach venues with Super Spike power-ups has left us fumbling for the Ambre Solaire.

ANTICIPATION ★★★

EXPECTED UK APRIL 2003

RAGING BLADES

The Idea: A multiplayer mash-em-up in the style of *Barbarian* and *Gauntlet* – best break out the broadswords and Wellingtons.

Best Features: Five playable characters including Gray the knight and Tina the monk (monkette? monkey?) each, predictably with less how many times have we said that? their own special moves. Lob in seven dark arts to battle against and another tawdry plotline with too many consonants and not enough vowels and you just might find something to madly remark the *Dynasty Warrior* series.

Bottom Line: This has been out in Japan for a while and did little to cause a stir there.

ANTICIPATION ★

EXPECTED UK TBC

ARMORED CORE: SILENT LINE

The Idea: Planet shafting [sic] style as another garage of corporate mechs plod to war.

Best Features: Well we've seen the usual lush CG that always heralds the arrival of yet another AC but, as for the shots go it seems that very little has changed. Desolate environments, customisable mechs and the inevitable mass of explosions. Newness arrives in the shape of a four-way multiplayer, the opportunity to disable an enemy's weapons and the fact that you can upload your *AC3* saves – if you've got it on import.

Bottom Line: The last one we saw was *AC2: Another Age* which bombed like a big steel turd. Our advice? Set your sights on *Transformers* instead.

ANTICIPATION ★★

EXPECTED UK AUGUST 2003

PITFALL HARRY

The Idea: Stuck for ideas? Then raid the back catalogue for a recognisable name – any recognisable name – and fatten them up before floating them into 3D.

Best Features: What can we say? This already looks like it's shaping up to be another mass-produced 3D platformer. Deviously cute enemies, stink bombs and the ability to independently move your torch-holding arm for some tasty dynamic lighting. On top of that, the last gasp rescue moves from the games many maps look like they could result in something interesting.

Bottom Line: If memory is linked with smell then we're talking flashbacks to a stale Stilton sarnie here.

ANTICIPATION ★★

EXPECTED UK TBC

BALDUR'S GATE: DARK ALLIANCE 2

The Idea: The return of Interplay's beautiful but fuck-heavy fantasy adventure to PS2.

Best Features: On the upside everything's looking as sumptuous as ever with Black Isle's keen to just their water and spell effects to the fore. Hacking it down like a rusty gumbo though, is the fact that it all seems so combat-heavy once again. So far we've seen a barbarian character chopping up kobolds, but little of the indication of the much need puzzle elements we lamented about in our original review.

Bottom Line: If this includes a few puzzles alongside the up up inside it could be the best fantasy adventure on PS2, if not, we're afraid the wow factor will quickly wear thin.

ANTICIPATION ★★★

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*Well, hopefully

**Attention, publishers: You keep sneaking games into the shops, and we'll keep giving 'em the PSM2 truth ray the month after. Which hurts.

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FIRST PLAY • FIRST VERDICT

GHOST HUNTER

Bustin' makes you feel good... but Sony's stunning new adventure makes you feel bleedin' *great*. Grab the shocking world-first verdict in next month's PSM2...

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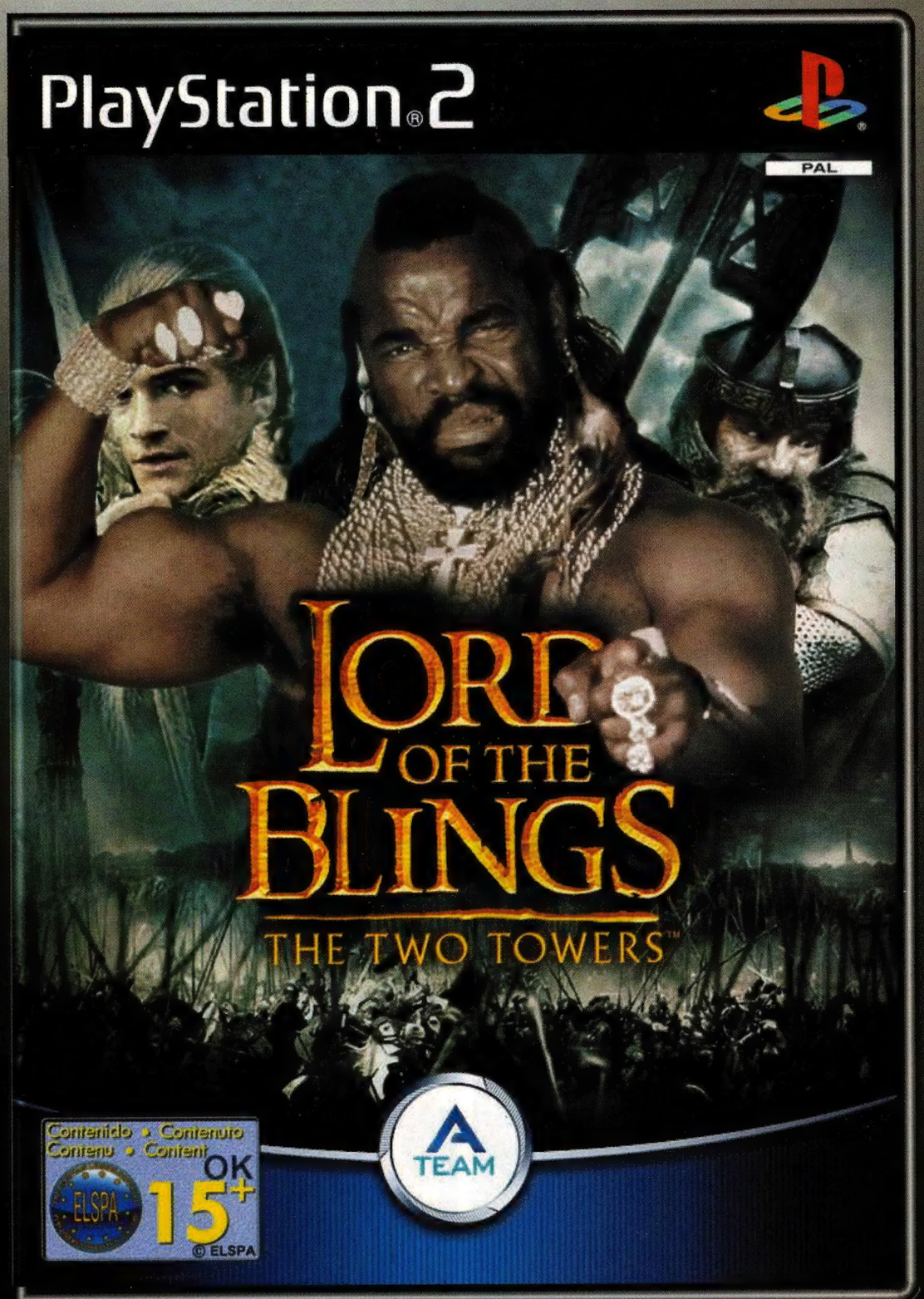
MARILYN MANSON RE-VIEWED

LAST LAUGH

WHERE REALITY LEAKS OUT OF YOUR CONSOLE, AND RUINS THE SHAG PILE

MANY RINGS TO RULE THEM ALL!



Sorry but this is a lie. All lies. We apologise to anyone who might have thought that this may have been the truth. Lord knows Mr T could use the money but, nope, it's just not happening. Never. EA are NOT making a game called *Lord of the Blings*. We also apologise to Electronic Arts and New Line Cinema for even implying – no matter how stupidly – that they'd ever put Mr T in a Lord of the Rings movie or game. No way will this happen. And while we're on, apologies to JR Hartley, author of the books about goblins. Shit, Mr Hartley, you can take a frikkin' joke right? Yeah? Right.

← **NOT** featuring any action from the New Line Cinema movies of a similar name. Not at all!

← **EIGHT** playable characters: Aragorn, Gimli, Legolas, Frodo, Gandalf, Mr T, P Diddy and 50 Cent!

← **BRAND NEW** "Mr T takes on the might of a bunch of little goblins, or something"-inspired storyline!

← **WITNESS** *The Lord of the Blings: Return of Don King*, where the dark Lord Sauron admits the whole middle earth takeover thing was a big joke and offers the realms of human, elf and hobbit ringside tickets to Tyson vs Treebeard by means of an apology!

← **VOICE OVERS** by a man that sounds a lot like Mr T. No really. A *lot!*

← **SEE** the bit where Mr T accidentally eats the Ring while licking his fingers clean of wild boar and spends the rest of the night squatting in anguish, praying that the ring won't render his colon invisible.

← **FOUR** huge levels: The Bedroom, The Bathroom, The Scratching of the Nuts, and The Bedroom again.

← **DON'T MISS** the bit where ringwraiths are systematically searching Mr T's bewildering array of man jewels for the One Ring while he covertly holds a magnifying glass to the hem of their robes willing on the advancing sunrise with tears in his tiny eyes.

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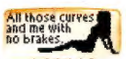

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BOYS OF SUMMER - DJ Sammy	112387	ROCK YOUR BODY - Justin Timberlake	112508
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CRY ME A RIVER - Justin Timberlake	112360	NOT GONNA GET US - TATU	112486
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BEAUTIFUL - Christina Aguillera	112356	CANT NOBODY - Kelly Rowland	112495
ALL THE THINGS SHE SAID - TATU	112335	ALL OVER - Lisa Maffia	112527
MESMERIZE - Ja Rule	112365	CRASH AND BURN - Busted	112523
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SUPERMAN - Eminem	112427	SUPERSTAR - Blazin Squad	112519
BEING NOBODY - Liberty X vs Richard X	112460	FAVOURITE THINGS - Big Brovaz	112560
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WASN'T ME - Shaggy	111118
VGEL - Shaggy	111114

URBAN

UNDIAN TO BACH KE - Panjabi MC	112342
-NA-ME-TEE - Miss Dynamite*	112026
ON'T MUG YOURSELF - The Streets*	112273
EARTLESS THEME - Heartless Crew*	111942

ROCK

CANT STOP - Red Hot Chilli Peppers	112404
SWEET CHILD O MINE - Guns &Roses	111258
LIVING ON A PRAYER - Bon Jovi	111376
BROWN EYED GIRL - Van Morrison	111327
JUST LIKE A PILL - Pink	112149
HOW YOU REMIND ME - Nickelback	111671
THE ZEPHYR SONG - Red Hot Chilli Peppers*	112260
BOHEMIAN RHAPSODY - Queen	111289
EYE OF THE TIGER - Survivor	112456
COCHISE - Audioslave*	112352

60'S

TUBULAR BELLS - Mike Oldfield*	111403
VOODOO CHILE - Jimi Hendrix	111305
LIGHT MY FIRE - The Doors	111414
MICHELLE - The Beatles	112432

INDIE

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SONGBIRD - Oasis	112394
WATERFALL - Stone Roses	111456
FOOLS GOLD - Stone Roses*	111230
BITTER SWEET SYMPHONY - The Verve	111292

CHART

CLOCKS - Coldplay	112439
SPIRIT IN THE SKY - G Gates & Kumars	112480
DIRRTY - Christina Aguillera	112256
SKATER BOI - Avril Lavigne	112306
TONIGHT - Westlife	112488
YEAR 3000 - Busted	112344
THE KETCHUP SONG - Las Ketchup	112176
IF YOU'RE NOT THE ONE - Daniel Bedingfield	112311
SOUNDS OF THE UNDER... - Girls Aloud	112332
IMAGINATION - Harry	112564
IM COMING OUT - Amerie	112520
JUST SAY YOU LOVE ME - Malachi	112565
BEGIN TO WONDER - Dannii Minogue	112429
JUST A LITTLE - Liberty X	111935
CAN'T GET YOU OUT OF MY HEAD - Kylie	111388
CRASH AND BURN - Busted	112489
ILL BE RIGHT HERE - Paulina Rubio	112573
SHAPE - Sugababes	112421
DANGER HIGH VOLTAGE - Electric Six	112358

R&B

DILEMMA - Nelly feat. Kelly Rowland	112221
SCANDALOUS - Mis-Teeq	112444
NU FLOW - Big Brovaz	112232
WORK IT - Nelly feat. Justin Timberlake	112423
STOLE - Kelly Rowland	112346
THUG LOVIN - Ja Rule & Bobby Brown	112308
MISS YOU - Aaliyah	112369
BABY - Ashanti	112476
HOT IN HERRE - Nelly	111977

DANCE

MOVE YOUR FEET - Junior Senior	112441
YOU'RE A SUPERSTAR - Love Inc	112329
HEAVEN - DJ Sammy	112229
SHAKE YOUR SHIMMY - Porn Kings vs	112463
CRAZY SEXY MARVELLOUS - Paffendorf	112566
DAMAGED - Plummet	112567
DESTINATION - DT8	112570
JUST A FRIEND - Mario	112572
LONELINESS - Tomcraft	112576

HIP HOP

BUMP BUMP BUMP - B2K feat P Diddy	112355
8 MILE - Eminem	112376
03 BONNIE & CLYDE - Jay Z feat Beyonce	112327
WITHOUT ME - Eminem	111952
THE JUMP OFF - Lil Kim feat Mr Cheeks	112571
HEY MA - Cam'ron	112386

NU METAL

SOMEWHERE I BELONG - Linkin Park	112442
LIFESTYLES OF THE RICH.. - Good Charlotte	112388
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NO ONE KNOWS - Queens Of The Stone Age	112309

THEMES

MISSION IMPOSSIBLE	111121
ONLY FOOLS AND HORSES	111369
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ROCKY - Jogging Theme	112481
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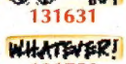

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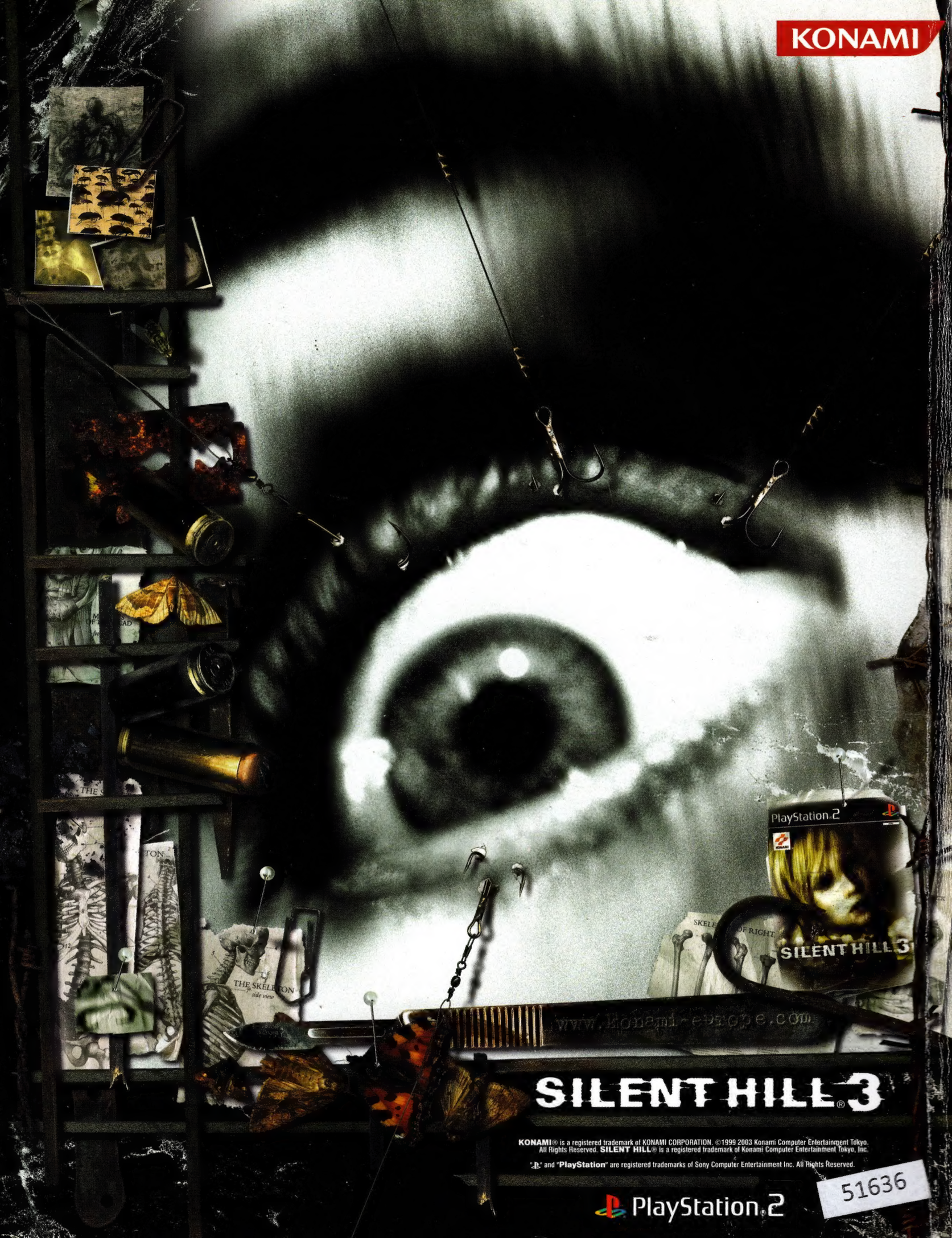
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